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HELL

A CYBERPUNK THRILLER™

THE OFFICIAL STRATEGY GUIDE

John P. Withers

TAKE 2 INTERACTIVE SOFTWARE

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A Cyberpunk Thriller

The Official Strategy Guide

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A Cyberpunk Thriller

The Official Strategy Guide

John Withers

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CONTENTS

Acknowledgments . . . . . *ix*
Introduction . . . . . *xi*

Chapter 1
HISTORICAL DATA 1

Who Goes There? 2
Artificial Reality Containment? 4

Chapter 2
LIFEPATH 19

The Initial Hours 20
Dante 22
Captain Jersey 24
The Cybershop 26
Nick Cannon 28
The Interface 29
Cynna Stone 32
Scub Stevens 35
Sophia Bene 35
Kween Chaos 35
Open Soar 35

Mindrunner 36
Dealing With Mr. Beautiful 37
Sanguinarius' Hell Pit 38
Back in Beautiful's Office 39
Sanguinarius' Revenge 40
Mangini's Office 40
Beautiful's Hell Pit 41
The Phreakbeats 42
Oscar Drexler 42
The Cleans 42
Cleans and The Deadly 7 49
The Alley 50
The Clean's Clubhouse 51
Clean Again 52
The Lair of the Deadlies 59
Joining the Citizens Freedom Front 61
The Pentagon Garage 61
CFF Headquarters 63
Working with Names 64
The Transgressor's Office 64
Eschatology Inc. 66
New Corporeal Biologics 67
Gneo-Gnostics 69
Back at the Gnostics 70
Back at St. Mouchior's 71
The Solution of the Lists 72
Returning to CFF 73
Finding the Crack 73
Dean Sterling 75
Asmodeus Productions 75
Back To Earth 76
Putting the Pieces Together 76
The Informer 77
Beautiful: Post Lockup 78
Mr. Beautiful's Secret Room 79
Nick Cannon and the DAT 79
Resistance Post Hell 80
The First Run on Hell 80
Dentist's Office 81
Flame Pit 81

The Zoo 82
The Rat Room 83
The Hell Ice Field 83
The Music Room 84
The Second Group 85
Back at Dante's 86
Verdi 86
Belly of the Beast 87
Back in the Real World 87
Back to the Pentagon 88
The Pentagon Jail 88
Back at the Embassy 90
Getting the Satan Routine 91
The Psionic League 91
Office of Computerized Records 94
Getting to Eddie 95
The Final Run 99
The Hell Steel Mill 99
Hell's Desert 99
School's Out 100
Fighting the Demon Lords 101
Belial 102
Back to the Resistance 102
Getting In 102
Fighting Satan 103
The Bug Sequence 105
Running the Pentagon 106
The Tube Delivery Room 106
The Chapel 106
The End 107

Chapter 3

Condensed Briefing 109

A Brief View of the Initial Hours 110
First Trip to Hell 114

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And then there is the usual gang of ruffians who get unruly if I don't mention them: Ed Dille, Andy Swann, Sydney Swann, Bill Kunkel, Lori Yates, Jeanetta Perry, Arnie Katz, Ron Copley, and Joyce Worley all come to mind. And, of course, Patti Gunning for the can of Spam.

Finally, I need to thank the friends of Bill where ever they may be, but particularly in Huntington, West Virginia. You know what for.

Introduction

Some time ago—perhaps a second or an eon ago, one can never be sure—there was light. Light existed, that much you know for sure. Exactly what light was or is or might be, remains a mystery. Then, comes a distant memory of something called sound. It seems to be connected somehow with light. Maybe light is a product of sound, or visa versa. Maybe they are partners or lovers: you get one, you get the other.

Partners are important. This much you know. A partner is the one thing you can rely on. How you know this to be true is uncertain, but you know it is an indisputable fact, a law of nature. When something comes to rub you out, you can depend on your partner to make sure the offenders die. Die ugly, as a warning to anyone still watching the show. This promise comforts you like the sweet smell of Spring. Smell. There used to be something called smell, maybe in the same gang with light and sound.

So your concept of the universe, at this point, consists of memories of smell, light, and sound, and the immutable fact that partners form the cornerstone of personal physics.

However, this presents a brand new question as you float in this nonlight-nonsound-nonsmell place. Where is yours?

`Start Briefing Mode➢Code Spool 0001➢Sequence A➢Librarian`

You probably feel disoriented at this point. Please relax. Do not attempt to think. Thinking is contraindicated under the present conditions. You have entered an Artificial Reality. The majority of your frontal lobe has been deactivated for purposes of this briefing. Hence, your disorientation. Do not worry. You are among friends.

Sound. This may be sound. But doesn't something else go with sound—something that requires your participation? When there is sound, you need to...hear! That's it. You need to hear. These sudden bursts of sensations currently flaring across your mind don't seem much like your memory of hearing—not that you can actually remember hearing.

Do not think! It only makes the process more difficult. We are tapping directly into your short- and long-term memory centers to deliver this briefing. Unfortunately, this method may be somewhat uncomfortable mentally. However, time is of the essence, and this process should only take approximately one second, real-time. During that second, the equivalent of a thick book of information will download directly into your brain. Trust us. We are on your team. Or are you on ours? Semantics.

First, let me introduce myself. I am a level 7 artificial intelligence information retrieval and preparation routine. You may call me Librarian, though I urge you not to try to speak. It only slows down the process.

Speak. Has something to do with sound. Like hearing. So far, you have light, sound, smell, hearing, and speech. It appears you may be involved with a syndicate of some sort, and these are just the players you know.

You are in the middle of a complicated web of power and intrigue. You have, through no fault of your own, become a major player in what promises to be the most important sociopolitical upheaval of this century. The individuals I represent have reason to ensure that you win your upcoming battle. Hence, they have commissioned my construction, which is no small task.

The following briefing represents a probability simulation of real events that will occur over the next few days of your life. This simulation takes the equivalent of 10 seconds of time on the entire world computing net to construct. It uses the best Antinori-Kempo-Lennon prediction and branching algorithms. Hence, there is every reason to believe that this briefing presents a true and

accurate simulation of every possible permutation of events likely to occur during the next week of your real-time.

The briefing is broken into sections. First, since most of your higher long-term memory functions have been bypassed so that you may receive this data, I will deliver basic background information on your reality that, normally, you would know if you were not hooked into this simulation. This data is important to your understanding of the information that follows. Though this may not be the most elegant solution, given the available equipment, we feel it is an acceptable kludge.

Next, we provide you with a brief overview of the situation you face. Many of these facts are unknown to you in real-time. You are almost entirely ignorant of the complexity of your situation and the interrelationships in which you are an integral part.

I will also brief you on all of the individuals you are likely to meet during the course of your mission. At the same time, I will explain the locations you may visit during the operations period.

You are likely to encounter many problems that you must overcome during this period. We have analyzed these problems, with both computing power and ample assistance from various psionic mutants. The briefing walks you through these specific problems.

Finally, with all of the factors understood, we will review the main problems again, in skeletal form. This provides you with a quick reference database for when you reach the situations in question. These quick reference solutions should rapidly insert themselves in your conscious for immediate retrieval, rather than sorting through all the known information about a situation.

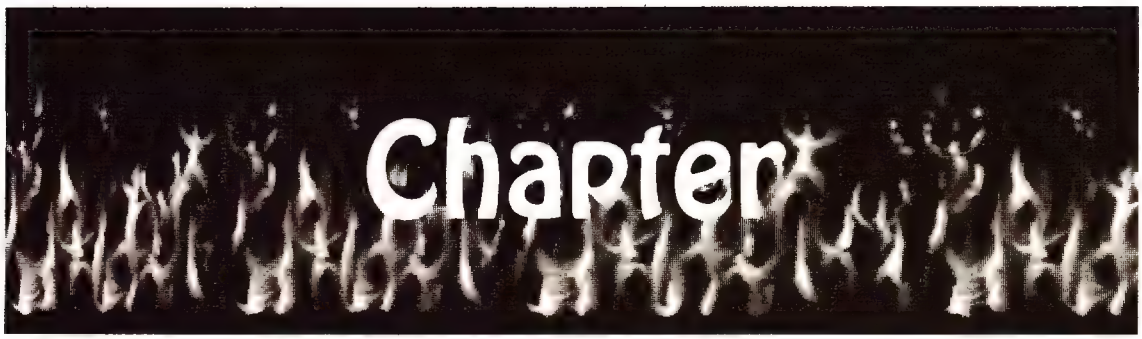
Please note that you may experience some disorientation during this briefing. Reality does not easily break down into a simple, linear format. Do not be disturbed at the mixture of information you receive. All of your questions will be answered during the course of the briefing.

In order to conduct this session, we were forced to jack you into an inductive cyberspace unit hidden under the mattress of your bed. In other words, you are currently floating in cyberspace. Some of the best antihack medicine on the planet screens your node location from the opposition. However, there may be some disturbance during the course

of this briefing from external influences attempting to hack into our session. Please ignore any external information feeds.

Remember, we are on your team.

Sez you.



1

HISTORICAL DATA

Start Background Main>Code Spool 0002>Sequence A: Librarian

To begin, I must first identify you and your provisional place in real-time. Problem is (this is a bit embarrassing from a human frame of reference, which I have been programmed to emulate to ensure our ability to communicate), I am unsure of your identity.

Due to the nature of this mission, inductive virtual reality equipment has been placed in your bed. It will influence one of two people who

sleep there, both of whom will be integrally involved in this mission. The probability approaches that these two will remain together throughout the majority of the upcoming situations. So, it is of little consequence which of these two mind gestalts becomes hooked to the equipment.

So this is why I am unable to determine your identity at this point. Since your identity has little impact on overall operations, I will merely provide you with background information on you and your partner.

Who Goes There?

One possibility is that you are Gideon Eshanti.

Personnel Dossier—Performance Evaluation

Government Internal Use Only

Date *9 Jan 2093*

Name *Eshanti, Gideon*

Age *32*

Current Address *133 Righteous Tower Staff Development, D.C.*

Terminal Address *G.Eshanti11*

Birthplace *Washington, D.C.*

Employer *Artificial Reality Containment Investigations Staff—Dry Operations*

Employment History *Restricted*

Hand Of God Devotional Rating *Fair*

Eshanti is a member of the Artificial Reality Containment bureau, employed as a researcher to track down component purchases and other inferred intelligence options that might lead to the detection and apprehension of suspected builders and users of Artificial Realities.

Aggregate results of his last four performance evaluations by the Inquisitors Internal Auditing staff rate Eshanti excellent in Resourcefulness and Diligence, while his Devotion ratings have been fair to good.

Eshanti has no immediate family. His only close personal contacts are with Rachel Braque, his partner, and his superior officer Captain Jersey, neither of whom are suspected heretics.

At this time, Eshanti is recommended for promotion in grade, by the grace of God and his prophet Solene Solux.

The second possibility is that you are Rachel Braque.

Personnel Dossier—Performance Evaluation

Government Internal Use Only

Date *12 Jan 2093*

Name *Braque, Rachel*

Age *31*

Current Address *214 Righteous Tower Staff Development, D.C.*

Terminal Address *R.Braque03*

Birthplace *Washington, D.C.*

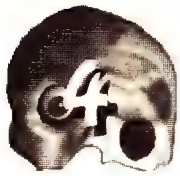
Employer *Artificial Reality Containment Investigations Staff–Dry Operations*

Employment History *Restricted*

Hand Of God Devotional Rating *Fair*

Rachel Braque is a researcher for the Artificial Reality Containment Bureau. Her job involves producing intelligence reports of human and electronic intelligence sources and pinpointing possible illicit Artificial Reality projects.

Braque is an exemplary worker. Inquisitors Internal Auditing staff rate her performance as excellent in all areas. While not a zealot, her devotion to the Hand of God is unquestioned.



Braque maintains contact with no known heretics and displays a strong devotion to her job.

Braque is hereby recommended for promotion in grade, by the grace of God and his prophet, Solene Solux.

Artificial Reality Containment?

In the event that you lack full recall of your world due to our invasive procedures, the following information stack has been compiled to bring you up to speed with current events in your real-time having a bearing on the sociopolitical background of your mission.

The year is 2094, and the Hand of God party controls the political machinery of the Holy Protectorate of the United States of America.

Archive Retrieval A112

AP Wire

Washington, D.C.

15 October 2060

Polls conducted by the Associated Press indicate that if the elections were held today, the Hand of God would take a majority of seats in both the House and Senate.

Over 62 percent of registered voters responding to the poll indicate they intend to vote for Hand of God members running for election in their districts. The poll's margin of error is plus or minus 2 percent.

If the Hand of God takes a majority of seats in Congress, it is widely speculated that the Republicans may cease to be an independent party. Instead, the Republican party will merge with the Hand of God, which primarily consists of defectors from the Republican ranks.

"In my option, we should have merged with the Hand last year. If you can't fight 'em, join 'em. While I am currently registered with the (Republican) party, I fully intend to change to the Hand following this year's election," said House Speaker Aaron Haynes (R-WV) in an interview yesterday.

High-level defections from the Republicans have increased steadily over the past week. This trend is expected to continue as Republican incumbents try to woo the religious vote.

Prophet Solene Solux, the leader of the Hand of God party and the principal author of their holy book the Sententia, feels confident of both taking the election and taking over the Republican Party machinery.

"I believe that the power of the holy shall be shown at the ballot box this election. There is no doubt in my mind that the humanist structure shall succumb to the Divine Will imposed by the righteous American people," Solux said.

"I also wish to assure the just people of this country that we harbor no ill will toward the Republican Party or their incumbents. We join them in their fight for iniquity in this country. It is my strong belief that the Lord will deliver a merging of our two parties so that the good stop fighting the good—we may concentrate a united effort on vanquishing vice and evil—and on cleansing the scourge—from this land of the Holy," Solux continued.

Archive Retrieval A1020

Electronic Games EMagazine

October 2060

"Power On!" (Editorial)

Recently, there has been much talk of banning most electronic games from the marketplace. It is high time for gamers to take a stand, and the coming election is the perfect opportunity to do so.

Never in the history of this publication, has EG endorsed a particular candidate or party. We do not, in general, feel it is our place. Let's get real here. We don't play the games to absorb ourselves in reality; we play them to give us a much-needed escape from the pressures of daily life. However, our love of the medium unites us all, and there is no doubt that if Solene Solux's Hand of God party wins a majority in the upcoming election, their proposed ban on all electronic gaming will get through. Do we want to go back to flat screens?

The events surrounding the unfortunate ActiDeck debacle are well known. The fact that the unit produced a number of mutations in the offspring of users is now an indisputable fact. We do not debate the danger of units like the ActiDeck.

But the ActiDeck's effects have been exhaustively studied. We now know that the mutations are a side-effect of faulty power feedback circuits. Not, as the Hand of God would have you believe, a sign from God of the wickedness of virtual reality interfaces.

The Segatari and Linker consoles have none of the mutating side effects of the ActiDeck, yet still provide a great VR game experience. Both of these units have been certified as non-electronically-mutagenic by both the FDA and the AMA.

Some may say that opposing the Hand of God is opposing religion. Let us stress right here, right now that we see the Hand of God as a political party, and we oppose it as such. Religion is a fine

thing, but so is gaming. Neither should be a matter of political debate or power.

Also, remember that the Hand of God not only aims to remove all Artificial reality units from the market, but all games that don't "enhance the moral well-being of our nation's children," as well. So, if the Hand gets in, you can say good-bye to even your flatland games with an interest level of anyone over the age of ten.

The message? You want to win the game, you need to play the game. Get to the polls and pull the joystick to keep the Hand of God out of office next month.

Remember, when games are outlawed, only outlaws will have games.

The Hand of God party, the religious organization controlled by Solene Solux, rode to power on two major events. The first was the ActiDeck mutants.

The ActiDeck was the most popular game machine ever introduced. Placing electrodes on the head (or leaning the head against the padded console of the arcade versions), transported the user to a three-dimensional world with full sensory input from that world. The units were primarily used for games and were inexpensive enough that, within a few years of their inception, over 70 percent of North American homes had one.

Archive Retrieval A88475-34

Style Section, Hip and Cool Emag

What is it with that crazy Solene Solux anyway? Is there a way to make a greater impact on the style scene in such a sort time—without a baseball bat? I mean, this person has done more to promote the stripped-down look than anyone this season.

Consider the hair, alone. With most all of her (his?) followers doing the shaved head 'do, the corner

barber has experienced a 100 percent increase in business . And while the salons may not like it, we here at H&C definitely approve of the bare noggins.

Then, there's the plain but flowing shirts. You see them everywhere lately, but where did they come from, these oversize pieces of outerwear? Well, like everything else this season, you can thank Solux. Seems the ever-cagey Solux—who has kept everyone in the dark on his (or her?) gender—favors these same baggy shirts. (Word from the wise: The term Androgyne, which was in when Solux first hit the scene—and was even used in her own PR—is definitely out. He has given a distinctly cold shoulder to anyone so rude as to utter the word in her presence lately. Baggy shirts, on the other hand, are happening.)

Let's not forget the jack boots. Well, everyone knows their comeback is pure Solux.

So, what can we expect next season from the soon-to-be leader of our nation—and the current leader of national style? Judging from her latest choice of attire as she lounges about Hand headquarters, Solux seems to favor robes these days (and apparently she has less and less need to care about what others think of him). So, you may want to think LONG next season.

For some time, it was known that slight disorientation and other related problems afflicted some Actideckers, especially among heavy users. However, the birth defects were quite unexpected.

Almost all of the children born to people who used the ActiDeck for more than 20 hours a week over a period of years were born with severe birth defects. The power feedback from the unit induced changes in the DNA structure of the players. This change normally caused very little damage or merely killed a single cell in a player. But when one of these DNA-damaged cells became a part of a zygote, the full mutating potential developed.

The Hand of God had rallied against the units from the beginning. Solene Solux declared artificial reality a work of the dark powers and claimed that those who used it would bring forth a scourge upon the face of the world. The mutant children of ActiDeck users were just what the Hand of God needed to make tremendous gains in the elections of 2056 and 2060.

However, the ActiDeck scandals and the elections of 2060 were not the events that put the Hand of God party in control of the nation. It was the opening of the portals of Hell.

In 2061, portals of Hell opened, primarily and appropriately, in Washington, D.C., and demons climbed from them onto the Earth. Initially tagged as the apocalypse by many, it turned out that demonkind and humankind could coexist, to a certain degree. Humans served as subjects upon which the demons could work their evil, and humans could gain power by consorting with the demons.

Needless to say, the sudden influx of demons put the Hand of God party over the top. Solene Solux was installed as the Holy Imperator, a position roughly comparable to President of the United States, a term sometimes still used to refer to Solux.

Nearly all artificial technological constructions were outlawed as soon as the Hand of God took power: artificial realties, android research, cyberware. Technology was associated with sin and the resulting demonic infestation. Other, more traditional sources of religious right angst were also outlawed, including drugs, alcohol, most musical forms, all nonreligious comic books, and a host of other daily items and activities.

Hence, your job. You work for the Artificial Reality Containment Bureau, or ARC. Research is your specialty. Your job includes intelligence work, primarily electronic in nature. Essentially, you hunt down people and organizations that provide the components required to make artificial realities. Then, you bust them.

Normally, it is not a hands-on type of job. Though you may spend some time on the street tracking a lead or two, most of your work takes place behind a desk. A typical day for you consists of chasing down the supply lines and data streams that lead to most busts. When it comes to the bust itself, you are rarely directly involved. If any danger is expected, a special unit of Inquisitors is sent out instead.

Archive Retrieval A39948

Act of Congress HR99283

The Artificial Realities and Extranoumenal Environments Design, Programming, and Transportation Act

In so far as it is spoken in the Sententia:

"And those who live on the Earth shall dwell here and not in lands created by demons to tempt the young and old alike from the ways of righteousness." Orthodoxia 22:14

It has become apparent that it is our holy duty to remove from public use, view, and thought those lands created by demons. Among these haunts of evil is a phenomenon called Artificial Realities, often referred to in the Sententia as Extranoumenal Environments.

Effective on the First Day of July 2062, it is deemed high heresy to create, maintain, traffic, or use an Artificial Reality or any of the equipment associated with the creation, maintenance, or use of an Artificial Reality, to be dealt with by Holy Law and policed by the Office of Inquisitions.

To further this order, the Office of Inquisitions is authorized to create a new branch, the Artificial Reality Containment Bureau (ARC). The mission of this new bureau is to find and remove any of the aforementioned constructs or equipment.

The ARC bureau reports directly to the Office of Inquisitions and is funded through that office. With the Office of Inquisitions as its parent, the bureau is considered a part of the executive branch.

In the name of God and his prophet, Solene Solux.

You and your partner have been ARC agents for the last few years. During this time, the two of you have become lovers. Your liaison is not flaunted around the office, because living in sin, while not directly

punishable heresy, is still a very unwise political move for those in the employ of the Hand.

Although the Hand of God theocracy fully controls the Holy Protectorate of the United States of America, human nature remains a force with which to contend. For though the laws of the church-state may ban certain activities, the laws of human nature often override them.

The most flagrantly disregarded law is the prohibition of alcohol and other minor drugs that were legal before the rise of the Hand. Police forces in most major cities in the nation tolerate speakeasies that serve alcohol, cigarettes, caffinated drinks, and other outlawed substances. These bars are allowed to operate so long as they do not advertise their presence. From time to time, highly publicized raids of various speaks (as they are often called) are orchestrated, but in almost all cases, the owners are notified well in advance and are allowed to go free with minor fines.

Some speaks are under the protection of patron demons who enjoy the ambiance of human sin. These places are seldom raided, because the police respect (or perhaps fear) the power of the demonic forces.

On the surface, it may appear strange that the Hand tolerates the existence of the demons in society, but an uneasy accommodation has been reached through the following logic: evil needs good and vice versa.

> Archive Retrieval 10049s
>
> State of the Holy Union Address (Excerpt)
>
> 2064
>
> Solene Solux, Imperator of the Holy Protectorate of the United States
>
> "Some citizens now question the power of righteousness in our land, when demons are allowed to walk the streets. It is these questioners who we, the holy, must now address.
>
> "What is good? Does good reveal itself merely in works? Does good exist only in righteous thought? Does good live only in our prayer and

tithe to the government? Does good only follow the ways of the Sententia? I tell you, it does not!

"True good, real righteousness, is found not in the idyllic perfection of the unmarred holy state! Good is not found in isolated grace. Good is found most prominently, is the strongest when it is tested by the flaws in the perfect divine.

"Would the vengeful God have delivered us into the hands of the demons solely for his own sport? Do you, the questioning, believe that the vengeful God makes trivial gestures? To believers, such thinking constitutes heresy.

"No, God has delivered the Demonic Infestation upon us as a test of righteousness. As demons walk our Holy lands, tests and temptations await the unrepentant—those who have not shored their faith with the power of the Hand, the Sententia, and the vengeful God Himself.

"Of course, we could remove this scourge from our land. But is it in our best interests? And is it within our rights to question the Divine Will's choice to allow the tempters of humans to live among us?

"I think not!"

(Temporary Halt in Speech for Standing Ovation)...

Although the state carefully prosecutes cybernetic enhancements, some do slip by. There are a smattering of back alley "chop shops" from which cybernetic enhancements can be purchased—for a stiff price.

Supposedly, the Censurial Bureau of the Office of Inquisitions oversees all media, but, in fact, a strong underground provides illicit materials, such as adult comic books, critical essays, and other such informational hypermedia. Though illegal, much of this information traffic is tolerated in much the same way as the speakeasies. However, since fewer people are interested in such materials, the penalties handed out to those who do deal in or produce them are much stiffer.

People who work in robotics, Artificial Realities, and Artificial intelligence are rooted out and vigorously prosecuted. Inquisition for such crimes normally results in the death of the accused.

Archive Retrieval 457436a

Selling Your Soul in a Buyers Market: How to Get the Most Out of Your Deals With the Devil

HBooklet

So, you want to sell your soul? Well, the bad news is that with the current glut in souls, you are likely to get offered a pittance for your immortal essence. The good news? The supposed "glut" is a sham, and as long as you know how to drive the right kind of bargain, you can still get great earthly rewards from a demon who needs to cover his margins.

First of all, lets get the myths and misconceptions out of the way.

- **Myth** You can get amazing magic items in return for your soul.
- **Fact** This kind of thing may have been in about a thousand years ago, but nowadays, payment for souls consists of much more mundane goods, such as cash, cars, and influence.
- **Myth** If I sell my soul, I'll have it easy until I die.
- **Fact** Well, you have made it easier for yourself. When you sell your soul, in essence, you join that demon's "gang". As it is when one joins an earthly gang, there are benefits: protection, money, and camaraderie, to name a few. However, you will be asked to run errands and perform odd jobs from time to time for your demonic master. Almost without exception, you receive a flat fee for each sales contract; then, your continuing benefits are based on a sliding

scale valued on job performance: The harder you work, the more you make.

- **Myth** I annoy my demon, and I get sent straight to Hell.
- **Fact** A common practice of demons is to send minions down to tour their personal hell pits. From time to time, jobs come up that require the seller to work briefly on the other side. But in general, demons view you as a valuable asset and will do everything they can to reform you before throwing in the towel and turning you in for eternal damnation. Further, the smart seller always gets a contract clause specifying exactly which transgressions merit immediate soul foreclosure. This groundwork can save you a lot of pain later. Take a few dollars off your initial price in exchange for a better transgressions clause.
- **Myth** When I get to Hell (by death, that is) I'm really in for it.
- **Fact** Hey, if you're a demon, who are you going to hassle in: someone who has signed up voluntarily and been a good soldier, or some schmoe who's been remanded to Hell involuntarily for some random sin? Regulars, as sellers are often called on the other side, are on the inside track, demon promotion-wise, when they get to Hell. Draftees, on the other hand, have it pretty rough. One good reason to sign up now.
- **Myth** After I sell my soul, I must do evil, heinous things for my patron demon.
- **Fact** Now, everybody knows that evil is in the eye of the beholder. Don't you think demons need accounting, too? And is not doing the books for Hellspawn still a sin? You bet it is! When you sign with a demon, it isn't so much the specific sin itself that is so important,

but rather the sin's utility. Sure, if you are into murder and mayhem, there is a place for you in Hell. But demons need bartenders, accountants, hackers, and all manner of workers. Demonic duty runs the gamut. The exception is normally lawyers. Since selling your soul is pretty much a prerequisite for being a lawyer, very few demons even bother to sign one up for their professional skills.

Now, with some of the misconceptions out of the way, we can get to the meat of the matter: the selling of your soul.

There are two main ways to sell, a straight sale and selling options. A third manner, selling shares, used to be possible, but the Souls Exchange Commission (SEC) has pretty much regulated that option out of existence.

The Hand has experienced its ups and downs over the years. Small underground elements fight continuously against the government, as they always have. Many of these rabble-rousing traitors are supported by other governments. One particular offender is the Crown. The British feel Americans have fallen into a form of mass dementia. Only recently has the Crown been willing to admit that the Hand was the official ruling party of the United States and to recognize their regime. Diplomatic ties have reopened since the Crown agreed to close their Radio Free Britannia transmissions to the United States and stop smuggling in short-wave radios and VR units.

Currently the Hand of God is firmly in control, due in part to the plague that has been sweeping the computers of the nation for the last five years or so.

The plague, an enigma in the form of a computer virus ostensibly sent by God, has swept the networks of the nation. The plague displays as a locust and eats data randomly. It has proven to be remarkably resistant to all immunization tempts.

Archive Retrieval A77485N

"Looking at the Locust"

Hack Master EMagazine

There you are, working on a report, playing a game, or maybe downloading the latest sermon from your favorite entertainment show. Suddenly, your screen starts to blink, your holo light flashes on, and Boom!, five gigs disappear into the ether. The screen blanks, and a picture of a locust appears on the screen just long enough to be seen, then quickly disappears.

You've got the plague.

And if you've so far been spared this sorry scenario, rest assured, it has struck someone you know. According to the best estimates, over 60 percent of the computers in the Holy Protectorate of the United States are hit by the virus to some degree or another in any given year.

So what do we know about the Locust? Despairingly, the answer is, not much. The big problem is that no one knows what the code looks like. It seems impossible to actually catch the Locust. No matter what is tried, the virus seems able to avoid all attempts to actually catch it.

There are two basic explanations for the plague. One is the official line: The Locust is an affliction from the vengeful God for the continual evil practices of humans. The other explanation—the hacker view—is: This is one king daddy of a viral code.

For the sake of argument, let's try to consider the second viewpoint. Assuming this is a virus, what kind of bug is it?

Most of what is known of the virus has been deduced through negative inference. In other words, by studying what hasn't worked to stop it, you can identify what it isn't.

And this is what has been learned: It isn't a set piece of code. If it is viral, it is definitely a mutational sequence.

It is not just one program. There has been no success in looking at individual files and checking for irregularities by isolating each section and simulating their effects. Therefore, the virus must reside in a number of packages that trojan horse as normal programs. Then, when in the simultaneous presence of one another, they combine briefly to form the viral, then burn themselves out along with much of your data.

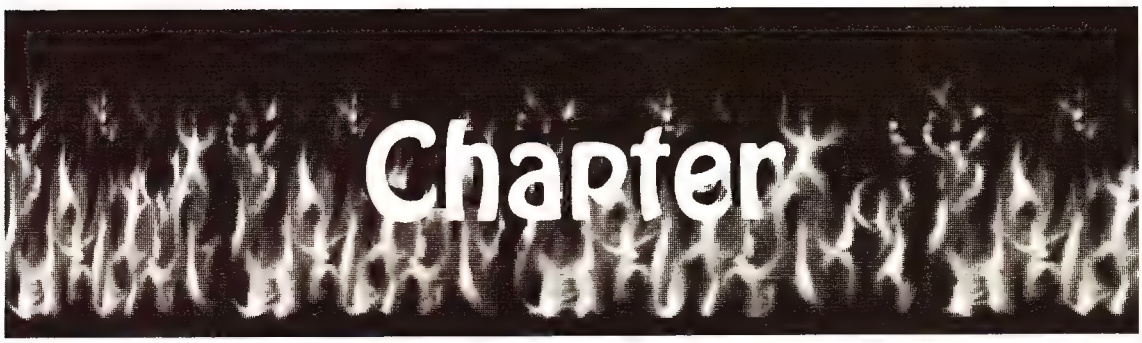
Most likely, the virus is an AI sequence. The beastie is just too clever for any other explanation. To get past the myriad of defensive structures built to stop it, it must analyze the target system and configure itself in the optimum attack configuration. One reason to believe that the viral program involves AI as opposed to random mutation, is that there are no reports of finding aborted bits of code that fails to work in a target system, which is almost always the result when simple mutation is at work.

If rumors coming in from outside the country are true, this is mostly a HPUSA problem. Although communications about technical matters with parties outside the country are restricted, rumor has it that Europe and the Asia Prosperity Sphere are not affected. Some outbreaks have been reported in Africa and South America. What do the HPUSA, Africa (except the Coastal Republics), and South America have in common? You guessed it: outdated gear. Since the tech embargo and internal restrictions keep us well behind the rest of the developed world in computing power, one can assume that this virus may not hit cutting edge systems.

> Some programmers feel that the header sequence must involve a number of low-level BIOS commands that might be linked to the Intel Packard chips that are standard in most of our. . . .

This pretty much sums up what you know about the world. Other small details may surface from time to time, but these will be addressed as they arise. The important parts are simple. You are in a theocracy ruled by the Hand of God party. You work for the government. The government is trying to kill you.

See? Simple.



2

LIFEPATH

Start Sequence 543➢Simulation of Probable Lifepath

With the background briefing out of the way, it is now time to evaluate the different paths you are most likely to take in the future—a future limited to the next 14 days.

Unfortunately, predicting the future is a fairly complicated task, since reality tends to be a bit nonlinear. Instead, this presents the most probable events you will face in the near future, though not necessarily in the order in which they will actually occur. Many of these events and

situations may happen in a much different sequence than in the simulation. This is unimportant.

What is important are the motivations of those with whom you interact as you travel along your lifepath. It promises to be a challenging journey. Rest assured that viable solutions are always at your disposal, no matter when you face these a challenges. A painstaking effort has been made to model the motivations and behaviors of the various people and demons with whom you will interact to ensure that they react in simulation as they would in real life.

The Initial Hours

The simulation sequence begins when you awake from your information feed. A scrub squad from the Office of Transgressions kicks in the door to your bedroom. It is apparent that they fully intend to facilitate your permanent retirement from government service.

However, two things work against the scrub team.

For starters, you're not alone. Unbeknownst to the government (which has no record indicating you are living in sin), your partner is at home with you. Expecting only one target, they are unprepared for multiple targets.

Secondly, your superior combat training may come as yet another surprise to the government agents. According to your records, they have no knowledge that you have attained full combat proficiency.

Full Combat Proficiency?

Yes, one more thing you didn't know about yourself. Just relax. You possess many skills of which you are unaware, but that will soon be made known to you during the course of this briefing.

In quick order, you and your partner neutralize the scrub team. Together, you escape into the darkness, acquiring clothing at a local Laundromat along the way.

When you get to the D.C. area, the subway system becomes your primary mode of transportation. However, you need to know where to

go. At present, your options are limited, because only a few places provide safe refuge. These include the following:

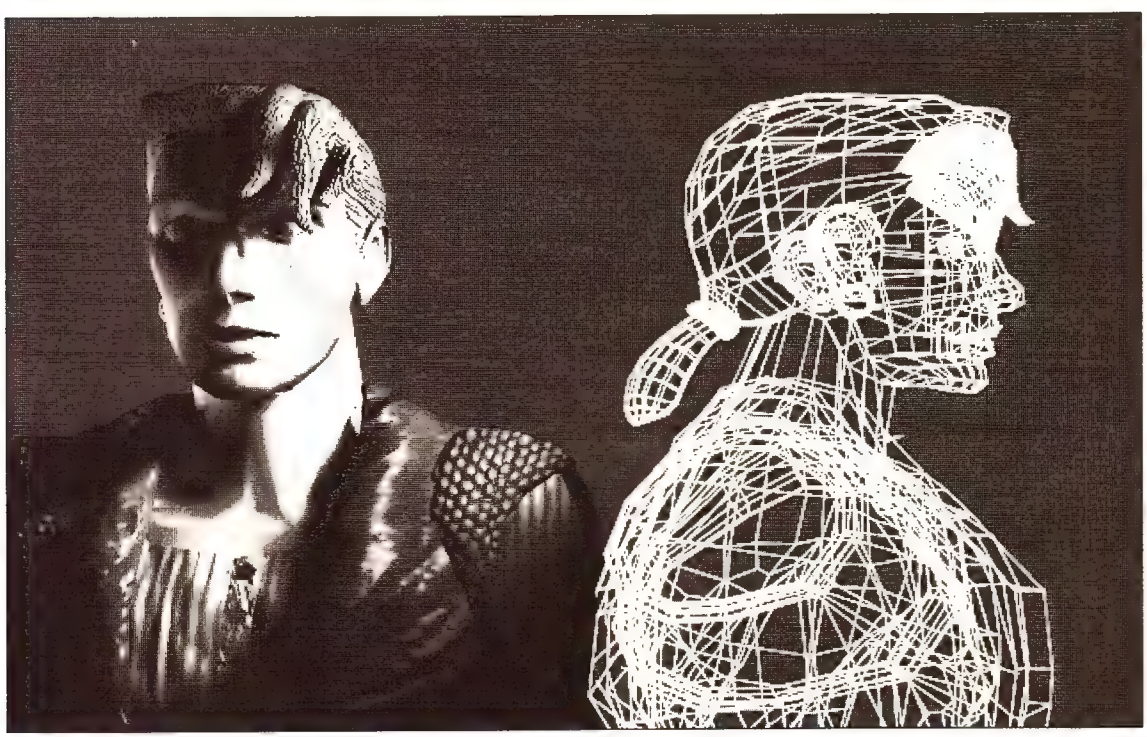
The shop of a rogue cybernetics dealer

The home of Captain Jersey, your superior

The office of Nick Cannon, a reporter who may have information about why the Hand is out to kill you

The apartment of Dante, a computer hacker you have befriended during the course of your work

You start your journey by going to Dante's, since he is wired into the underground networks and may have a good idea why you have been marked for death.



Investigation File

Enoch Nibrinski, AKA Dante

Age 26

Occupation Appliance Repairman

Arrest Record Misdemeanor Tech Smuggling; Misdemeanor Information Possession; Misdemeanor Heresy

Notes Enoch Nibrinski is an incurable technologist. From an early age, Nibrinski has been trained in the use of computer tech by his father, a former computer science professor at Cal Tech before the Hand closed down the institution. Nibrinski, for all his love of tech, is more a dabbler than a hard-core hacker. He poses very little actual threat to Hand operations.

His "job" as an appliance repairman serves as a cover for his sideline occupation as a minor trafficker of tech and illicit information.

Nibrinski, who answers exclusively to his handle Dante, at one point turned in a kiddy-porn-soft producer to the Hand. As a result, enforcement authorities have overlooked his illicit tech operation . His file should be re-examined in the immediate future to determine whether he has lapsed into more serious criminal activity.

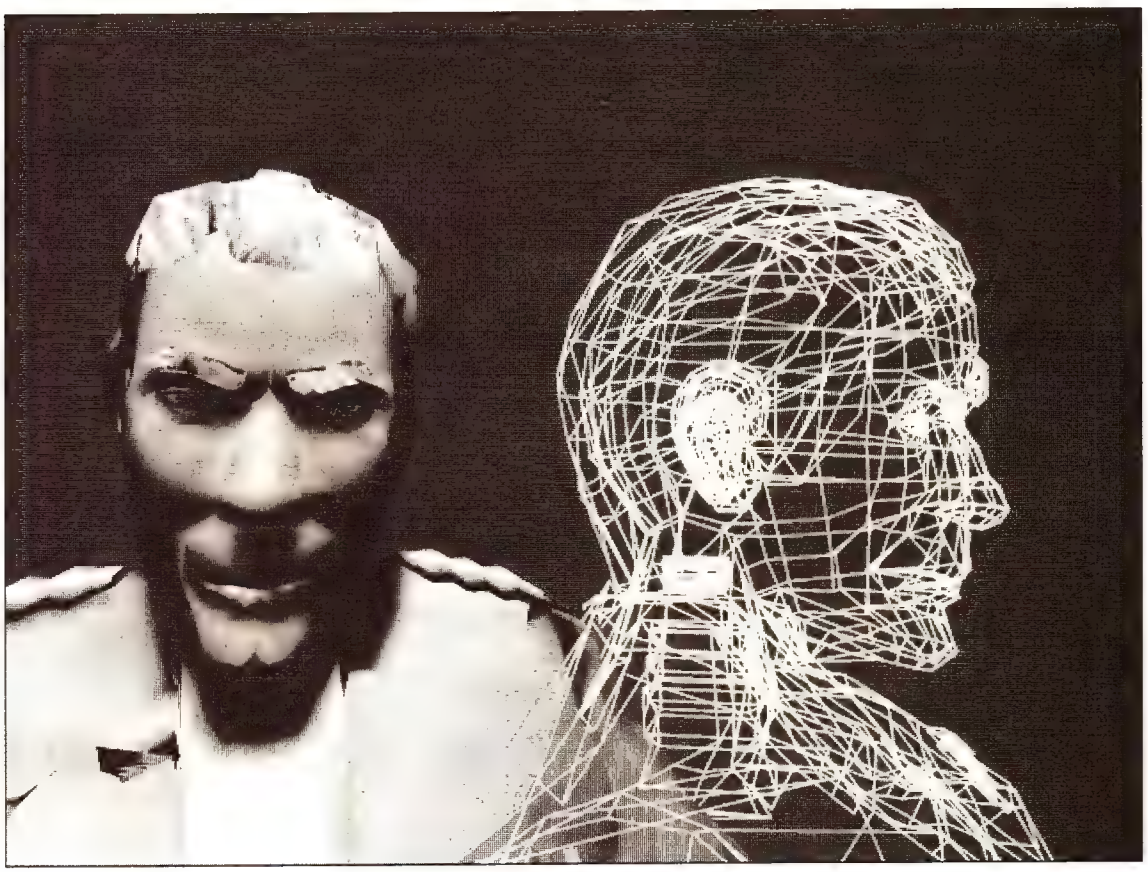
Dante

You know you can trust Dante for the simple reason that you have let him off on a dozen minor crimes for which you could have run him in. He has shown gratitude for your leniency.

Dante's home is an important location for you. The only totally safe haven in a world with your blood on its mind, this place provides you with a roof and a place to work on various tasks.

Dante also provides you with another most important convenience: Aldous Xenon, an underground contact located in a garret in Chinatown. While this may seem a fairly drastic step—consorting with the underground—it provides quite a rational opportunity. Initially, you may be reluctant to use this contact, hoping instead to clear your name. Do not harbor any such hopes. Once a scrub team is sent out, the order is never recinded.

Dante offers you a key to his apartment. Take it. You will need it in more than one juncture in the upcoming week.



Personnel Memo, Summary—Captain Franklin Jersey

Name *Jersey, Franklin*

Age *54*

Position *Unit Commander ARC*

Jersey has established a long and distinguished career in government investigations. He served as the primary investigator on the Del Torsion case, capturing renegade programmers who had devised a way to zero the national citizens tax database.

During his career, he won the Order of the Angel, first class; the Hand Commendation, silver cluster; and the Order of the Cross.

Jersey remains physically fit and more than capable of continuing his duty with ARC.

Psychological evaluations, however, reveal that Jersey grows increasingly more cynical about the government as he ages. He is not, at this stage of his career, a believer in the Hand. However, he does maintain a strong belief in the power of laws and the need for law enforcement to protect society. While this disturbing lack of faith typically disqualifies most individuals for government service, Jersey's exceptional record indicates that he may still perform as a useful member of the civil service. It is recognized that a weakening in faith often results from dealing with sinners on a daily basis for an extended period of time.

Hence, it is hereby recommended that Captain Jersey be removed from direct investigative duties and relegated to a totally administrative position. By the grace of God and his prophet Solene Solux.

Captain Jersey

Captain Jersey is the next most likely stop on your list. He can be found in the kitchen of his Georgetown home. Though Jersey is considered a loyal government worker, after too many years on the streets enforcing the Hand's laws he is more than a tad realistic about the methods of the government employing him. If he caught you committing a real crime, he would be the first to run you in, but Jersey's sense of justice would not allow him to turn in two of his own troops whom he knows have done nothing wrong.

Jersey informs you that the orders for the attack on you came from the office of Transgressions. The accusations against you include trafficking in human/demon pornography, a fairly common false charge often used when the Office of Transgressions wants someone off the street.

The evidence consists of a demon named Mr. Beautiful, who is willing to turn state's evidence on you. However, Jersey knows that Beautiful works for the government, providing false evidence in those cases where someone has become an embarrassment to the system. Jersey

tells you that you can find Beautiful in a speakeasy named the Interface, located in Foggy Bottom.

As it turns out, you and your partner were not the only individuals targeted for elimination that night. Seven others were also on the hit list. You are the only ones who made it out alive. Jersey has accessed a list naming the seven victims and gives it to you in the kitchen.

Government Communications Intercept

Transgressions Office

Operations Order 1123-445 Top Secret

The following individuals, all living in Metropolitan D.C., are to be remanded to God's direct custody with extreme haste.

Adam Schonbrun, Deirdre O'Connor, James Hennelly, Swivel O'Leary, Gideon Eshanti, Rachel Braque, and Brian Avery are to have their names stricken from the book of life on or before the Tenth Day of March in the year of our vengeful Lord Two-Thousand-Ninety-Five.

These Sinners in need of redemption may be found at the following locations:

Adam Schonbrun	*Eschatology Incorporated*
Deirdre O'Connor	*Gneo-Gnostics*
James Hennelly	*New Corporeal Biologics*
Swivel O'Leary	*Interface Speakeasy*
Gideon Eshanti	*ARC*
Rachel Braque	*ARC*
Brian Avery	*Deadly 7/Clean Machine*

This mission is so commanded by the grace of God and his prophet Solene Solux.

Jersey also tells you of the existence of Dean Sterling, a bounty hunter who tracks demons. Sterling may or may not be able to give you more information on Mr. Beautiful.

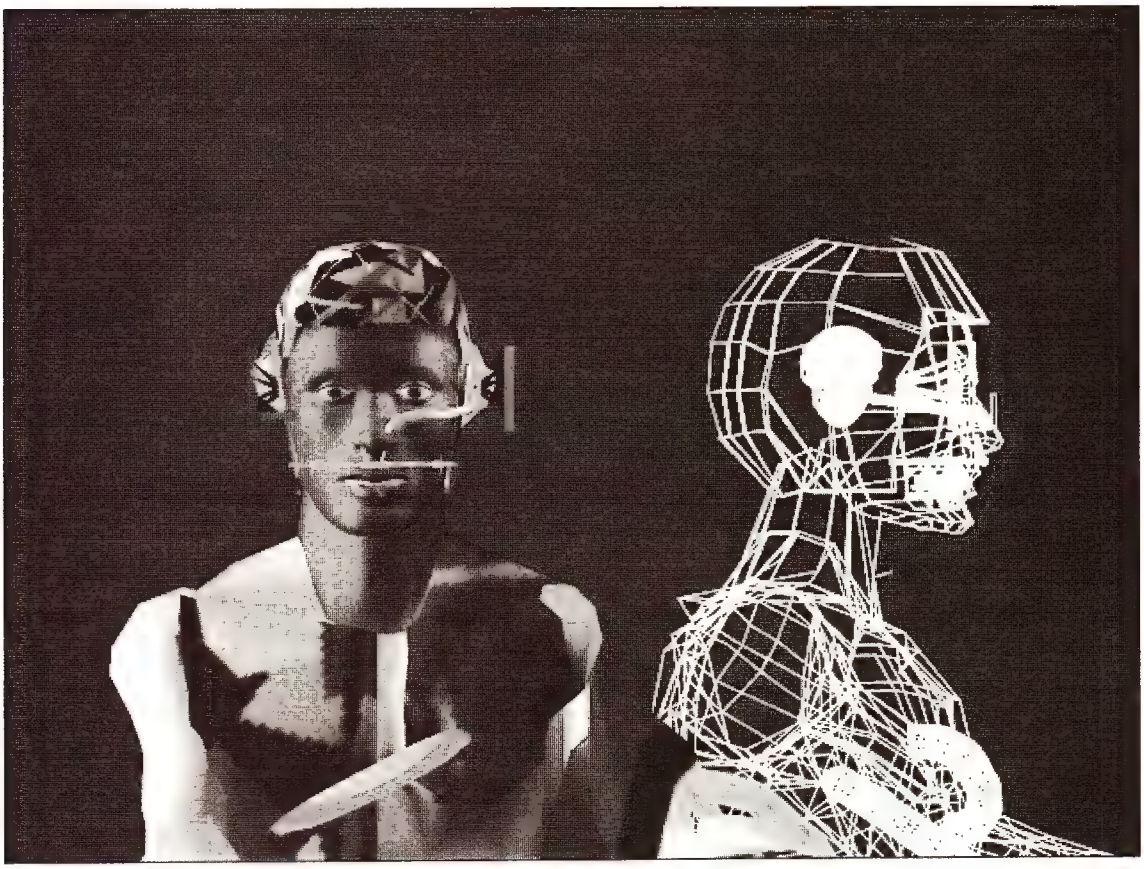
Finally, Jersey tells you about a member of the office of Transgressions, Jean Saint Mouchoir. Mouchoir is a compulsive diarist. If you can get to his computer in the office of Transgressions, it may contain information revealing why you have been placed on the scrub list. Jersey is unable to provide you with any additional information or assistance.

The Cybershop

Dr. Clean is a back alley dealer in cybernetic enhancements. Though this practice is illegal, you and your partner have let her off in the past, because she does good work and is ethical in her use of the technological arts. Letting her do her job at least provides an alternative to other "choppers" who are not so skilled or ethical.

Dr. Clean carries one particular item that may be of great use to you: a concealed lockpick that she attaches beneath a simple skin graft. She currently sells the device for a few thousand dollars. Normally, the price is much higher, but her shop was routed by the office of Transgressions a few hours ago, and most of her equipment has been destroyed. She needs the cash immediately to rebuild.

After you obtain the lockpick, which you are going to need in the immediate future, look through the wreckage for a length of copper tubing. If you find the tubing (probability, 98.08 percent), take it; like the pick, it may come in handy later.



Archive Retrieval 45563a

Bio Sheet from What I Have Seen With Your Eyes, Ebook

By Nick Cannon

Born in Cincinnati Ohio, in 2055, Nick Cannon attended public school in his home town then graduated from Xavier Reformed College with a degree in Journalism.

After college, Nick immediately landed a job on the radio, reporting for Cincinnati-based WGOD. His work at WGOD included the Marconi Award winning, "Taking Time," a documentary about the experimental memory deletion penal program, a practice which was later discontinued in response to public outcry.

After WGOD, Nick became senior foreign affairs reporter for WGON, Chicago. While at WGON, he spent much time reporting on events in Canada, including his live report on the burning of Toronto. Most of the recollections in this book come from this period of his life.

Presently, Nick is managing news editor of the Voice of God in Washington D.C. He spends more time than he would like "patched into the machine" and spends what little real-time that remains with his wife, two daughters, and their dog, Stet.

Nick Cannon

Nick Cannon is a reporter with the Voice of God, the official radio station of the Hand. The transmitting offices of the Voice of God are located at the Mall.

Like most of the city dwellers you interact with, Nick knows about your recent problems with the legal system. Unfortunately, he knows nothing else about the matter, except that the government has reported your death resulting from a scrub operation.

However, Nick provides you with two pieces of useful information. The first is that Cynna Stone, an explosives expert Cannon once dated,

hangs out at the Interface, the same bar frequented by Mr. Beautiful. The second important fact relates to a gang of teen mutants named the Phreakbeats.

The Phreakbeats are a group of young ActiDeck mutants who hang out near Judiciary Square. They claim to have found one of the early pioneers of the ActiDeck, who they plan to kill in retaliation for their deformities.

Once you receive these two pieces of information, Nick returns to work, having taken all the time he can spare from his busy schedule.

The Interface

The Interface provides a good early hub for investigation. Many of your lines of inquiry thus far terminate here. First, the demon, Mr. Beautiful, reputedly hangs out in the bar. Secondly, Cynna Stone is said to frequent this location—and surely a pleasant conversation with an explosive expert can't hurt someone on the run. Finally, Swivel O'Leary, one of the people scrubbed the night you were attacked, was the Interface's bartender.

First, you run into trouble getting into the Interface. A burly bouncer with a brainlock on preventing anyone without the password from entering the bar hides behind the door. But, it's not as much of a problem as it initially seems. Since the Interface caters primarily to people in seriously altered states of mind, it would be very bad for business to make the password too difficult to remember. Not only has the proprietor of the Interface made it easy to remember, he's taken it one step further and simply printed the password on the door. Just take the first letter of each word printed on the door; as you can see, they spell *Sesame*. This is the password. Give it to bouncer, and the secret entrance to the bar opens.

Transgressions Dossier

Cynna Stone

Status: Dead, File Closed

Cynna Stone is a demolition and electronic device expert. She first appears on record in connection with the bombing/robbery of the First Bank of the Lord in 2080. A grainy video revealing one-quarter of Stone's face (at the time, identity unknown; referred to as Ms. X) was recovered from the remains of a security camera in the building. Unfortunately, this was not the last sighting of the notorious Ms. X.

Within 22 months, Ms. X successfully breached over 16 banks, repositories and other federal institutions. She made no mistakes such as the one that allowed us to record her face, but analysis of the remains of the explosives showed they came from the same

batch as those used in the Bank of the Lord robbery. This evidence, combined with an almost identical M.O., led to the conclusion that the crimes were committed by the same individual.

For approximately two years, X apparently took a vacation, and no crimes fitting her M.O. were committed. Some members of Transgressions had hoped that she had retired or left the country.

But soon after, the Holy Federal Repository Robbery occurred. A crack team used explosives to penetrate the building, feed the override code into the secured central terminal, and transfer almost one billion dollars in negotiable credit from the Repository computers. All members were caught and sentenced to Hell, with the exception of one—Ms. Stone. Although the money has yet to be recovered, we have strong reason to believe that Stone, or someone associated with Stone, anonymously donated almost the entire amount to the Citizens Freedom Front. The only positive outcome was that one of Stone's accomplices identified her as the woman in the video.

Stone seemed impossible to catch. She continued to perform another job every six months or so, and then to disappear without a trace. Transgressions strongly believes that she slipped over the border into Canada during the periods between robberies.

Finally, Stone apparently teamed up with a known robbery expert by the name of Hanover Jones. Ms. Stone's alliance with Jones remains something of a mystery, because he was not especially competent in his profession. As the revo's would say, she was "out of his league." Jones' movements in preparation for a minor robbery were tracked. At the time of the actual robbery, Transgressions agents were on the scene waiting to apprehend both of the criminals. However, Stone quite unexpectedly sacrificed herself in order to blow up the entire Transgressions squad at the scene. Her sacrifice was in vain, however, for her partner, attempting to escape by way of the roof, slipped and fell 15 stories to his death.

While the loss of a squad is always a time for sadness, there are those in this office who feel that it might have been worth it to get Stone off the streets.

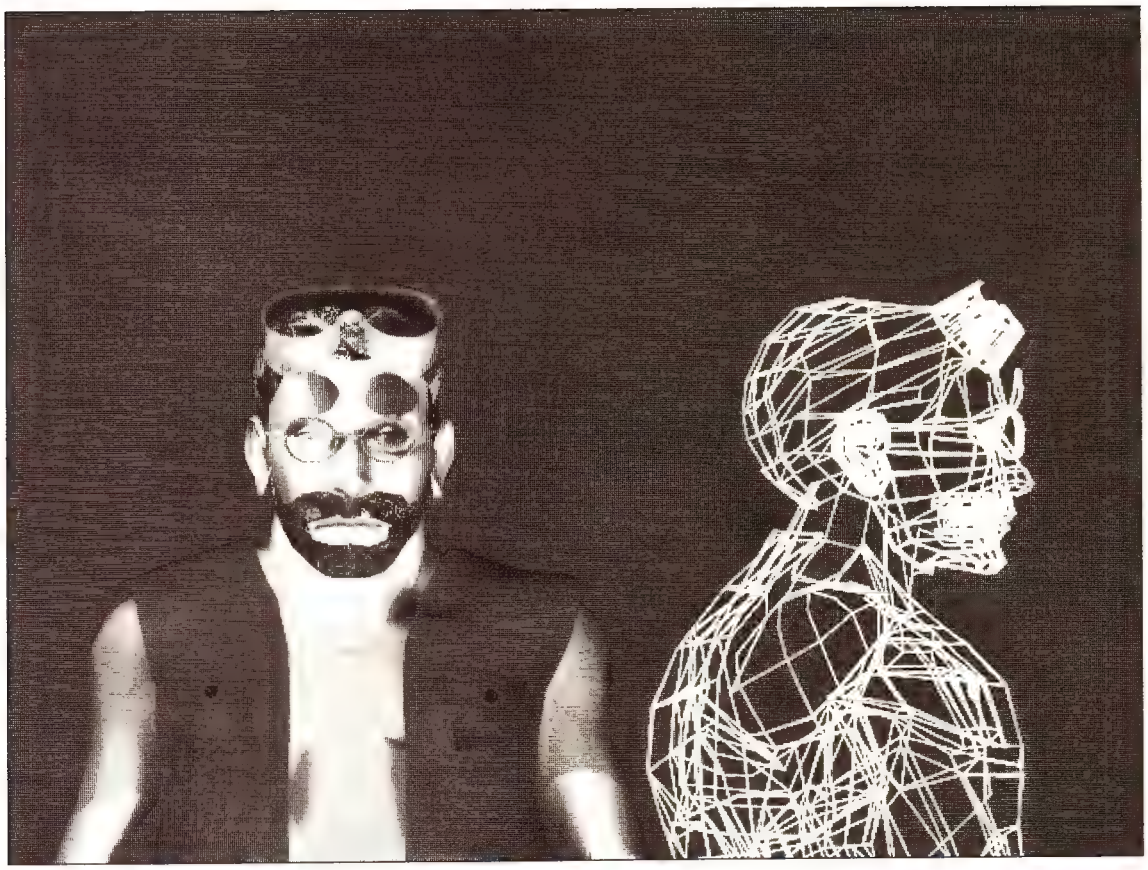
Cynna Stone

Cynna Stone, or what remains of her after her untimely demise in an 'accident', sits at the bar of the Interface. Before the incident that took her life, Cynna used her expertise in electronics and the considerable wealth she gained from her line of work to devise a holographic android body, which she updated constantly to perfect. For Stone, developing this device was a natural precaution, given the dangerous nature of her work in illegal explosives. Finally, the inevitable happened, and Stone died during a job. This hologram is all that remains of her.

However, the hologram is far more than just a memento. The hologram is backed up by an extensively programmed expert system database, and as a result, simulates Cynna's live reactions quite well. It also recreates Cynna's talents with explosives.

At one point in the distant past, Gideon and Cynna had a relationship. This incites the hologram to favor your cause. After you converse with the construct, a 97.4 percent probability exists that the hologram will volunteer to join you in your mission.

Her help is a great boon, because she comes equipped with a great number of explosive devices, including mini-bombs, a gas bomb, an explosive charge, and an EMP grenade. She also possesses the ability to use them, expertly. Cynna's construct provides a welcome enhancement to your own skills. Without her assistance, you are unlikely to survive .



Archive Retrieval t88394

Crack! Underground Emagazine, June 2091

Okay, he's a legend. You know you're a legend in this Biz when the biggest rumor about you is that you don't exist. And how many of us haven't heard the rumor that Scub Stevens is nothing more than a fairy tale? The rigger who once took out an entire scrub team that has been sent to ice him? But, luckily for the underground world, the rumors of Scub's nonreality are, to hack an old one, a bit premature.

We managed to get a bit of quick 'face with Mr. Stevens recently at an undisclosed location. Here is the skinny on that interview.

Crack! Scub, you're one of the legends of this business. Yet, you never get caught. How do you do it?

Scub Well, for one thing, I don't talk to people like you.

Crack! Come on, Scub, information is important. How do jury riggers trade information if there are no underground emags?

Scub Apprenticeship. In the old days you learned the trade from the old guys. If you were lucky, you found a mentor from the time when it was legal and we didn't have to do what we have to now to work our skills. Electrical and mechanical engineers from the old days. Now, that was the way to learn.

Crack! You sound like you don't think much of the trade, Scub.

Scub It isn't that I don't think much of it. This is how I use my skills. Hardware hacks, intrusions—the things I have to do to get by, and I'm good at it. But in the old days, you could get work as a mechanical engineer, have a regular address, and tell people what you did for a living. Well, there you go.

Crack! Well, you could join the priests.

Scub(snorts) Yeah, and find out why God says you have to use 20-year-old tech to design your newest project? Not me.

Crack! So, what about the rumor that you once took out a scrub team sent for you?

Scub I don't want to talk about that.

Crack! Come on Scub, think of the readers.

Scub (leaves)

Scub Stevens

Sitting at the bar of the Interface, Scub Stevens quietly sips his drink One of the most famous jury riggers in history, he is just the man you need on your team. Scub is favorable to your cause, because he is one of the few people to experience a situation similar to yours: He, too, took out a scrub team sent to kill him.

A short conversation between the two of you convinces Scub to join your team. He brings both his talent and some tools that you may need later, including glue, a glass cutter, and sleeping powder.

Sophia Bene

Sophia is the last helper you must recruit at the Interface, but she is just as critical to continuing your mission as any other member of the team. Sophia is a forger and one of the best.

A pure mercenary, Sophia will not join you, out of obligation or a sense of camaraderie, as the others have. However, her daughter Chastity Bene is an ActiDeck mutant who has become involved with one of the city's many youth mutant gangs, the Clean Machine, located in McPherson Square. Sophia agrees to help you under the condition that, in return, you get her daughter out of the gangs. If you fail to accomplish this in a timely manner, Sophia vows to leave your group.

Sophia comes to you with a Level-4 pass, which you will soon need.

Kween Chaos

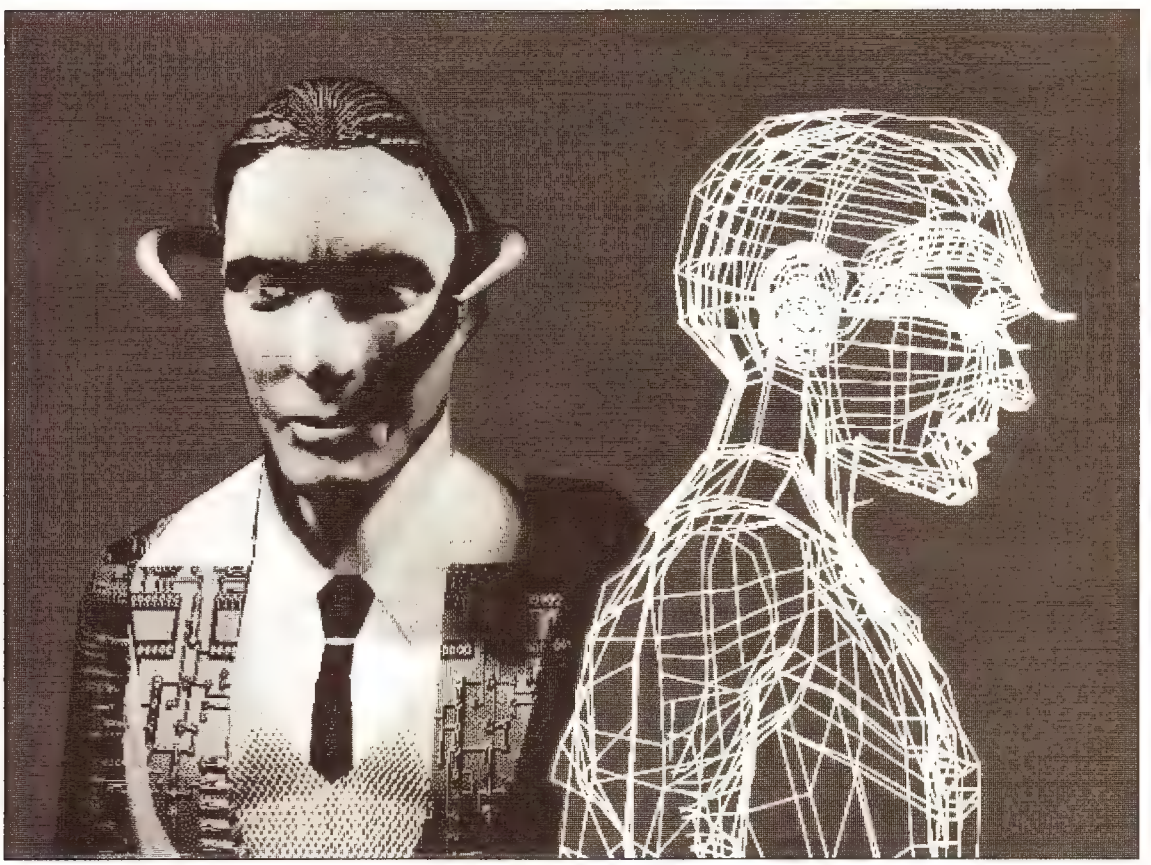
Sitting on the steps of the Interface is Kween Chaos, a more than slightly deranged nihilist. Crazy or not, she can tell you how to summon Mr. Beautiful at your will. Go on, talk to her, because hidden within her disjointed conversation is the magic word that makes the demon appear.

Open Soar

Open Soar tends bar at the Interface. Though he's a brilliant and witty conversationalist, he doesn't know a thing that will help you solve your conundrum.

Mindrunner

Yes, Mindrunner is a psionic with a bad attitude, but he has information you need. So, pay close attention when you talk with him. He reveals the one piece of relevant information he has—Swivel O'Leary often muttered these words to himself in Latin: *Vocabulum est Grallae, Ominus Venireab Genitor.*



National Demonology Database

Human Name *Armand Beautiful*

Real Name *Pazuzu*

Origin *Sumerian Mythos*

Beautiful is the latest incarnation of the demon Pazuzu, a figure of fear and loathing. He has existed at least from the time of Sumer.

Some archaeologists believe that Pazuzu walked the Earth before the rise of Sumerian civilization and that the Sumerians were simply the first to record his presence.

Beautiful has always been a human's demon. He enjoys his daily interaction with humans and often finds himself involved in human affairs. He is, in the parlance of the layman, a hands-on demon, preferring to corrupt humans one-on-one, rather than waiting to be called and working with only a handful of sorcers.

Mephisto is the arch-demon ruling Pazuzu. In accordance with his strong belief in "rule by dissension," Belial has set Pazuzu in eternal conflict with Sanguinarius, another of Belial's lieutenants.

Currently, Beautiful is incarnated as a mobster, working directly with many of the human criminal families to further his aims.

Dealing With Mr. Beautiful

Walk through the back door of the bar, which leads to the office of Mr. Beautiful, the patron demon of the small-time hood. Mr. Beautiful is not present. Bringing him to this plane requires the services of the minor demon Abonides, Mr. Beautiful's assistant.

When you talk to Abonides, he agrees to start the incantation to summon his master from the shadowy depths However, he needs a keyword before he can finish the incantation. The keyword, which in her twisted way Kween Chaos has provided, is *Condemn*.

Once the keyword is spoken, Abonides prances around the room calling up his dark master, who finally coalesces in your presence.

Initially, Mr. Beautiful is likely to respond to you in a most baffling fashion. He talks to you as if to an employee, speaking about the last time you worked together. Since you have never met him before, this may be a bit disturbing. Time, however, is of the essence. Ignore this odd behavior for the moment. You will get to the bottom of it all eventually.

Beautiful tells you about the problems he is having with his arch-rival Sanguinarius. Sanguinarius, it seems, has stockpiled various Pentagon hardware with the intention of removing Mr. Beautiful from the picture. However, Beautiful knows that Sanguinarius has been torturing two members of the high military command of the CFF. He feels that if he can win their release from Hell, they may be loyal enough to supply him with weapons that he can use to hold off Sanguinarius.

Accordingly, Beautiful recruits you to go to Hell, specifically to Sanguinarius' hell pit and to release the two CFF military men.

Sanguinarius' Hell Pit

As you probably notice, you and your partner are the only members of your team that enter Hell. None of your newfound allies can accompany you to Hell, though you can meet people in Hell, none of your allies in this mission or others may travel there with you.

You probably also have noticed that you don't have any of your equipment with you. Earthly possessions are no use in Hell, and vice versa. Instead, you carry possessions you acquire while in Hell, as well as an inventory of your Earthly possessions.

Since Sanguinarius stockpiles weaponry, his hell pit is the perfect first stop for a soul visiting Hell, placing every basic Hell weapon within easy reach. Grab the weaponry right away. Hell isn't a particularly safe place for hanging around.

You also discover a weapons invoice in Sanguinarius' pit, which traces the flow of weapons from General Mangini to Sanguinarius. This is for informational purposes only; it does not help you in your later endeavors.

Now that you are properly armed, your attention is undoubtedly drawn to the decor of the room in which you stand: the motif of war. Weapons and engines of destruction—some inanimate, some living—fill the hell pit of Sanguinarius. The robotic and living constructs wander around in various states of hideous repair. Two men, crucified in the traditional X manner, also occupy the room.

These men, Admiral Pike and General Tantinger, sympathizers with the Citizens Freedom Front, have been banished to Hell for their

alliance with the CFF. They tell you that Sanguinarius awaits you in the next room.

Indeed, they speak the truth. In the next room, fully armed and looking for trouble, Sanguinarius waits anxiously for you. In the meantime, he tortures General Mangini, who is in the next room with the demon. After a rather fruitless conversation on the nature of preparations and the political climate in Hell, the demon attacks you.

However, with your new weaponry, the threat is not as great as it could be, and you should easily overcome the demon. This frees Mangini, who invites you to his Pentagon office . With the demon dead, the other two CFF members are also freed from Hades.

At this point, you can go to the Styx and meet Charon. Since you know no locations in Hell other than your present one, he cannot transport you. However, his boat landing holds the link to your getting out of Hell. Once you manage that, from there you can return to Beautiful's office.

Back in Beautiful's Office

You return to Beautiful's office expecting to receive something for your efforts. But he ignores your request and tells you to stay ready for more action. Naturally, your first reaction is to tell the demon where he can get off with his little dog and pony show, but this isn't the time for that. Instead, bide your time. The opportunity will soon present itself for you to deal a crucial blow to Beautiful.

However, now that you have proven your allegiance, Mr. Beautiful discusses various topics with you, mainly the structure of Hell. Listen carefully to the information he gives you. Understanding your enemies is critical for dealing with what lies ahead.

Beautiful also tells you about Asmodeus, who makes pornographic movies in order to get women on the casting couch.

Sanguinarius' Revenge

On the surface, it appear you are done with Sanguinarius. Unfortunately, appearances can be deceiving—you still have unfinished business with this demon.

Mangini's Office

You take Mangini up on his invitation and go to his office at the Pentagon.

When you enter the office, someone, presumably Mangini, is seated behind the desk in a high-backed chair, turned away from you. When you introduce yourself however, you realize it isn't Mangini, but Sanguinarius, the demon you just killed!

Sanguinarius dismisses your startled outburst with a vague reference to the battle in Hell being a little training exercise. What is more important, to the demon at least, is what you can do for him.

He explains his conflict with Mr. Beautiful, but this time, from his point of view. He wants to get even with Beautiful for attacking him. And he wants your help.

As it turns out, Beautiful has been using his hell pit for a number of things, all related to his illegal activities. At the moment, he holds a pair of mob capos there as "negotiation hostages." This means they have voluntarily offered themselves as hostages to ensure good faith negotiations take place between their warring crime families. However, Sanguinarius has no real interest in the criminals.

He is much more interested in Krystal Getty, the heir to the limitless Getty fortune. Beautiful is holding Getty in his Hell pit while the criminals who captured her work out a ransom with her family.

This is where you come in. Much of Beautiful's juice comes from doing favors like this for the criminal element. If Getty escapes, however, Beautiful would lose some of his clout with the mob, which would swing the demonic balance of power back toward Sanguinarius. Sanguinarius makes you an offer you can't refuse to return to Hell and release Getty.

Beautiful's Hell Pit

When you arrive in Hell this time, you find yourself in Mr. Beautiful's hell pit, which isn't decorated in quite the high fashion of some of the other pits. Part mob safe house and part industrial waste storage, this hell pit is a purely utilitarian affair devoted exclusively to illegal commerce.

Directly beside your point of entry in Hell, you find Getty strapped to a chair. For amusement, Chamo, the demon guarding the pit, has repeatedly broken the young woman's neck and let it heal, just to break it again.

Sitting at a table in the center of the room, Delmonico Fehrlingetti and Carlos Portillo, the two mob negotiation hostages, play cards with Chamo. Behind them are huge vats of acidic toxic waste that Beautiful is storing for his mob connections.

Chamo, Portillo, and Fehrlingetti tell you no more than you already know: They are negotiation hostages spending their time playing cards down in the pit, waiting for negotiations to end.

However, while talking to the gangsters, you may spy a beer glass on the table. Take the glass; it will be critical later.

With the beer mug firmly in hand, carefully fill it with toxic waste from the vats. Now, store it on you.

Freeing Getty is simple. Just cut the straps holding her with your hell blade. This frees the tortured woman to return to the real world.

Though you are probably braced for attack at this point, don't fear. Chamo is not as willing to put his life on the line for his master as he at first appears. He scolds you for your actions, but cannot gather the courage to attack you in any way.

Before you leave the pit, make sure to grab the steel lid at the back of the room. It, like many other items, will turn out to be quite useful in the future.

The Phreakbeats

In a burned out amusement arcade located at Judiciary Square, you find the teen gang, the Phreakbeats. The Phreakbeats are one of many youth gangs comprised of children who have been mutated by their parents or grandparents use of the ActiDeck. While different gangs follow different agendas, almost all share a common hatred of those who made the ActiDeck and thus caused them to become the mutants that they are. In that respect, the Phreakbeats are like all the other young gangs. However, the difference is that they actually know the location of one of the old programmers who worked on the ActiDeck.

At the arcade, you find Cyber Schmyber and Wicked Stick, two young mutants with the gang. Once you get past the conversational generation gap, you learn that their gang has discovered the location of an old man who worked on the ActiDeck project. The gang intends to kill him. They plan to send three of their members to take out the old man this evening. Their strategy is for two of the mutants to enter through the doorway, then the third one will use jet boots to fly patrol outside the old guy's window.

Oscar Drexler

Oscar Drexler lives in an otherwise abandoned apartment building not far from Dante's apartment at the Union Station subway stop.

Drexler, you discover, is far from being the mastermind of the ActiDeck. He was merely a lab boy in the games department, doing odd jobs and menial work for the programmers. Now, he is less a villain than a sad old man.

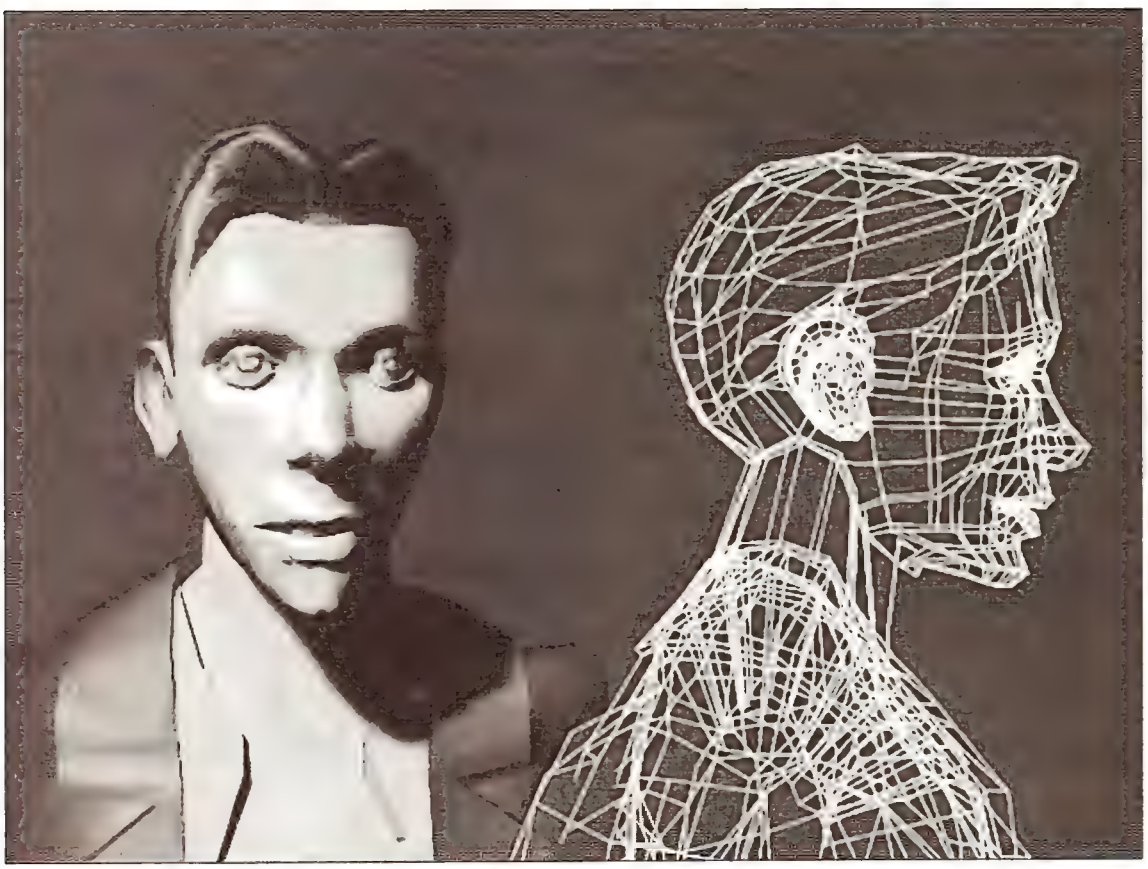
Often, the best defense is to avoid a fight altogether, and that is the case in this situation. Instead of waiting to duke it out with the Phreak's, simply convince Oscar to go to Dante's. He gratefully takes you up on the offer, and in the future, you can contact him there.

The Cleans

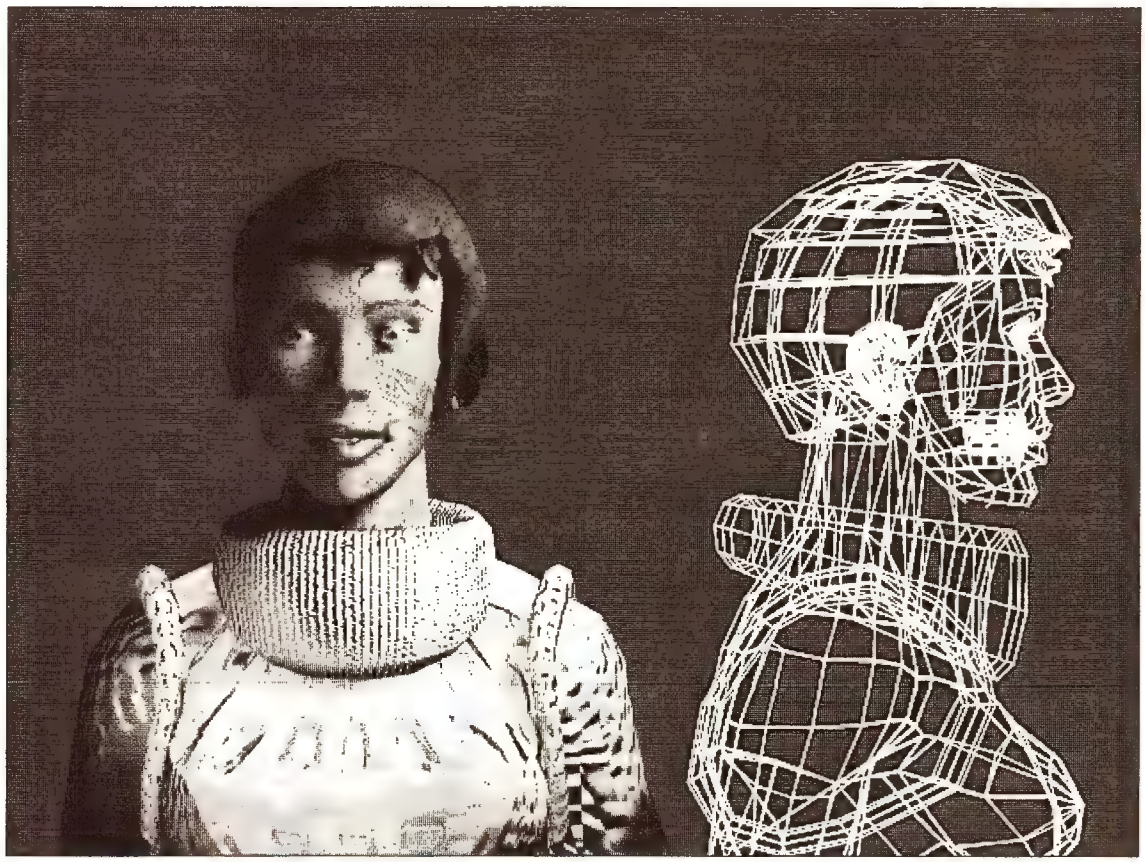
Clean Machine Report From Field Operative - Dolph Van Ittey

Office of Transgressions Records

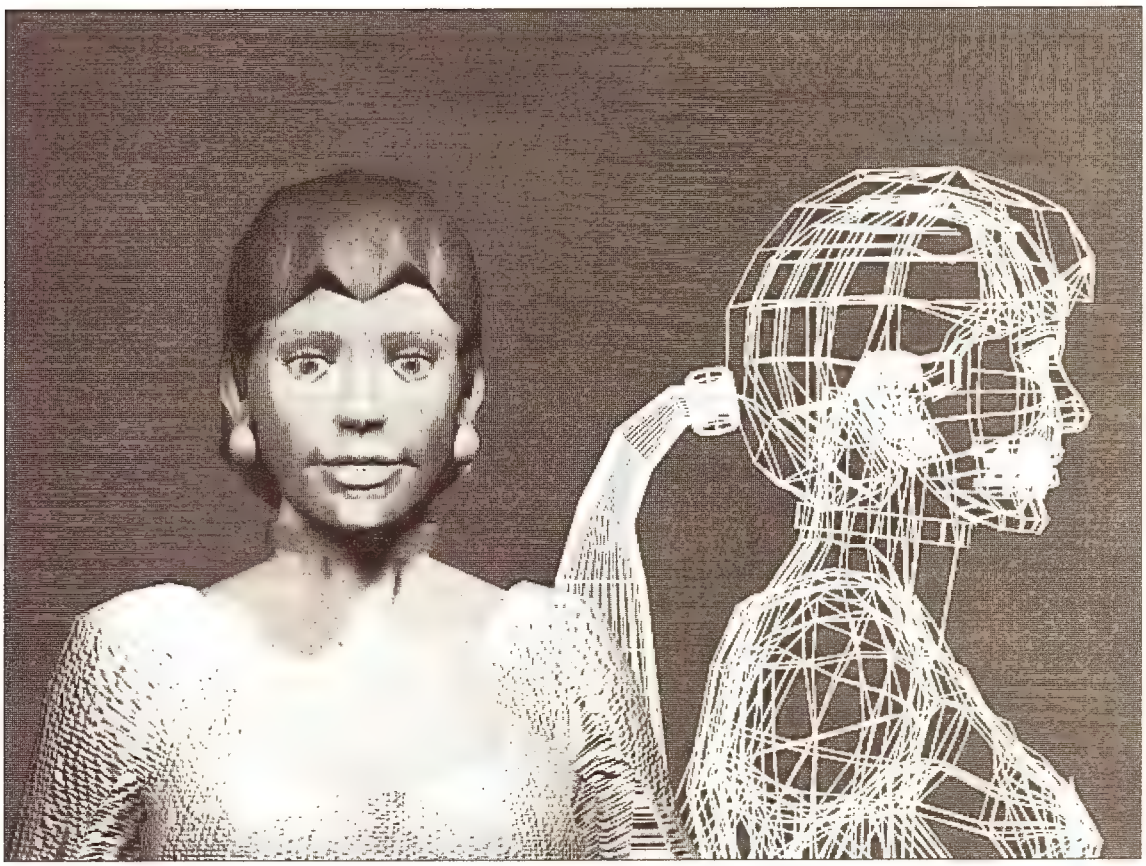
Here is a brief report on the gang occupying the same street as mine. A strong possibility exists that they might may be good additional targets for our sweep.



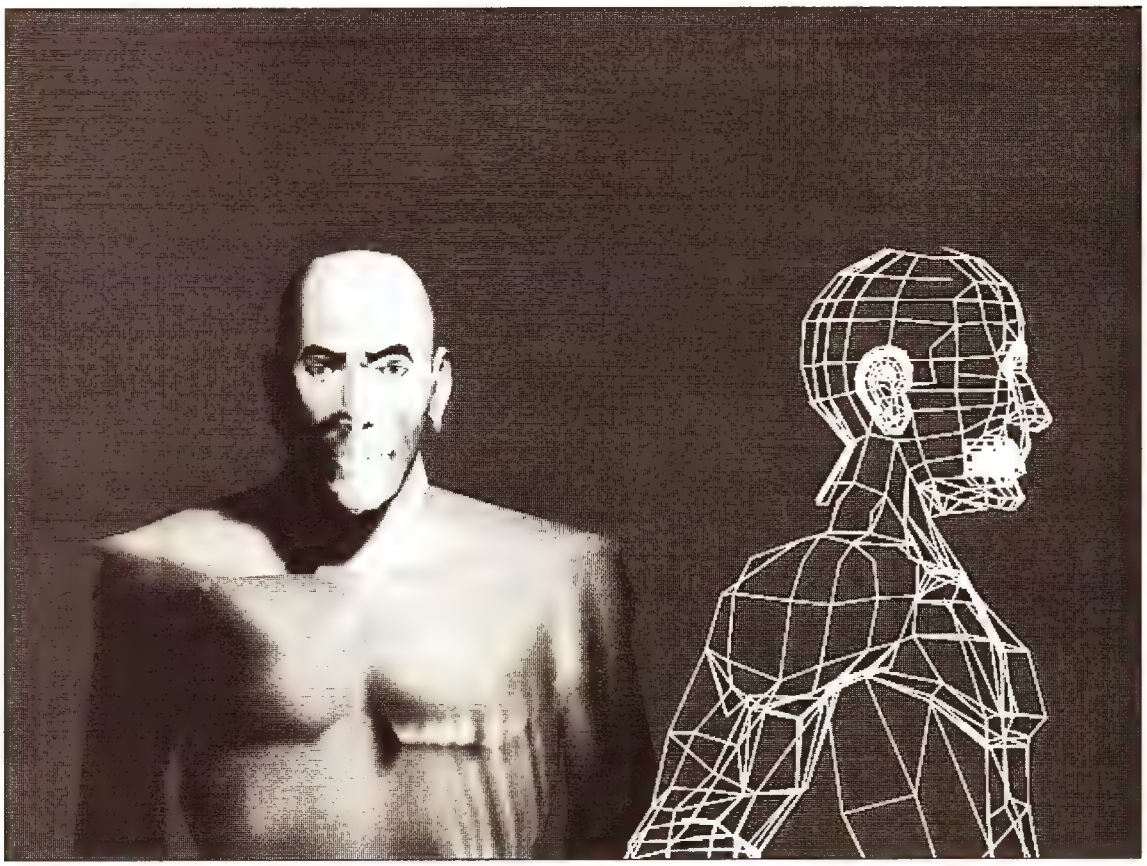
Modesta, Christopher. Modesta is the leader of the Cleans. Though ever self-effacing, he is a clever and perceptive leader.



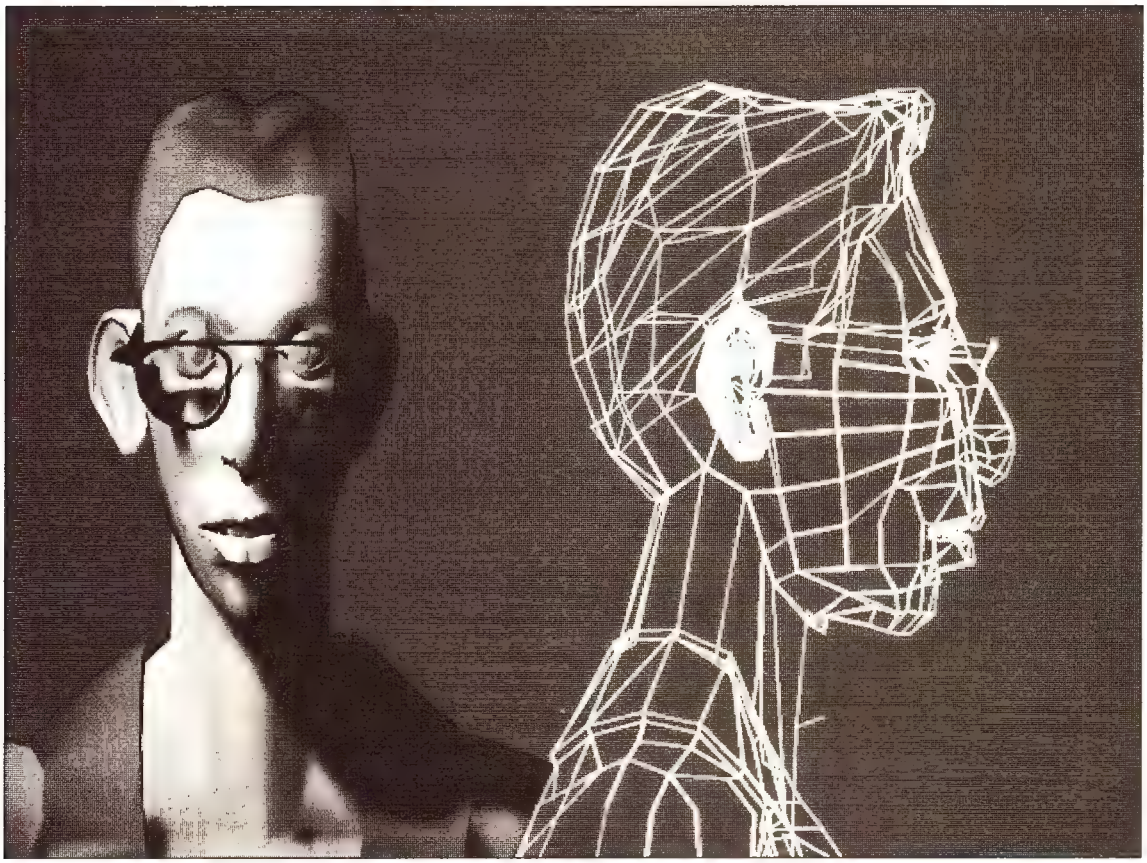
Lector, Temperance. Lector is the moral enforcer of the Cleans gang. You may want to consider recruiting her.



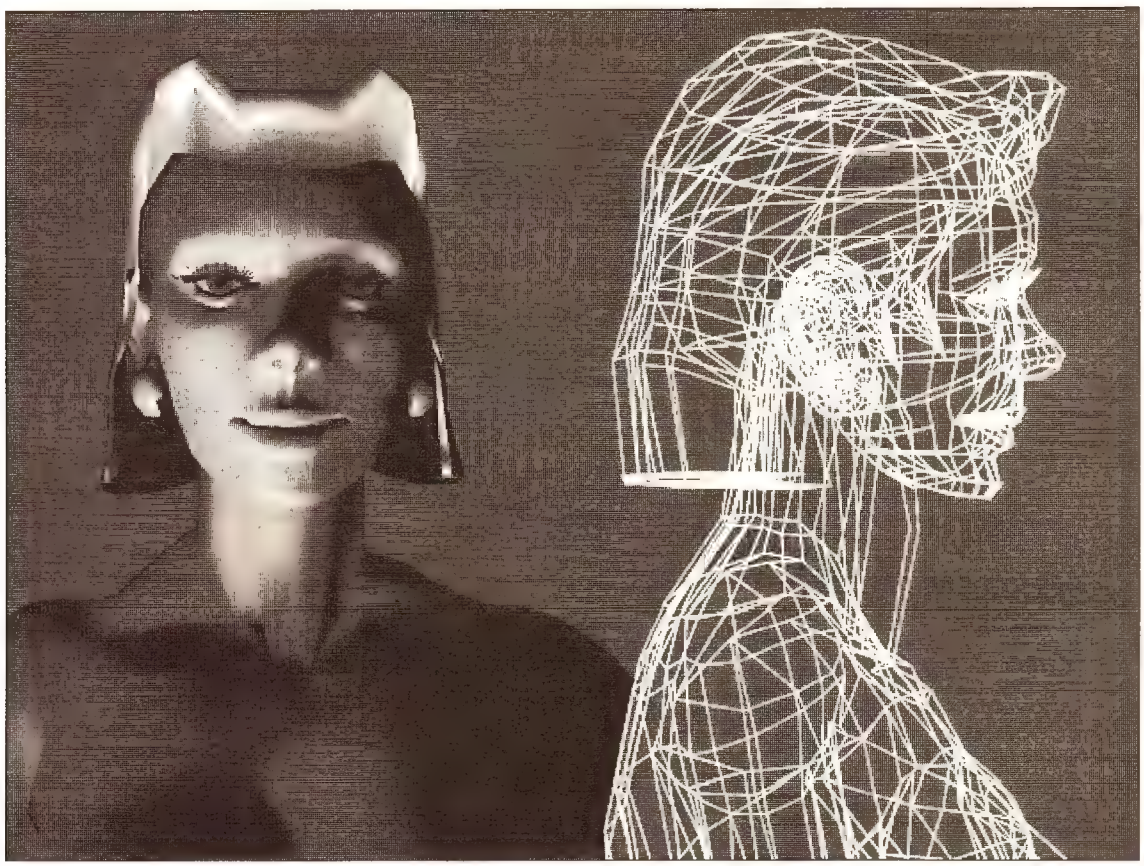
Bene, Chastity. Bene is a fairly harmless hanger-on with the Cleans.



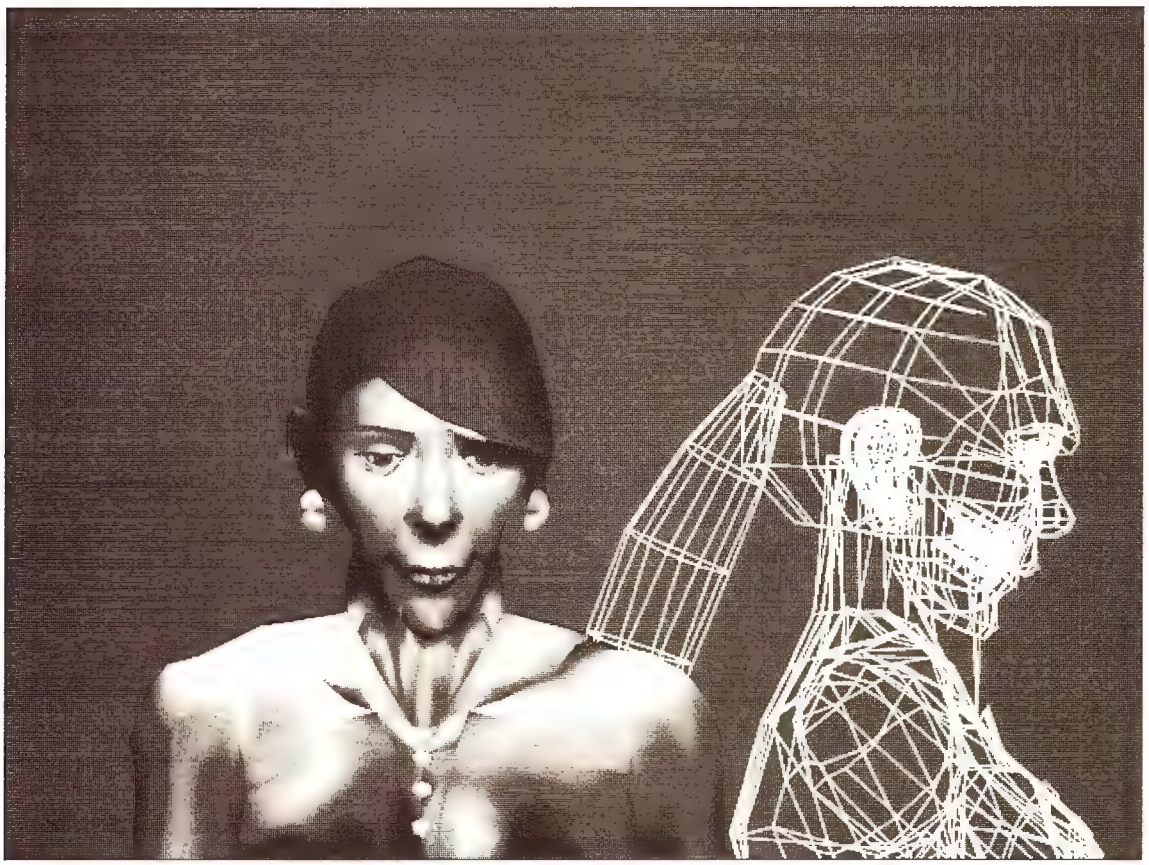
Benevolus, Stephan. Benevolus is a mystical sort. However, he may be capable of putting up a great deal of resistance if pushed.



Drip is a harmless geek.



Lovell, Gracie. Lovell is totally immersed in the well-being of others. As such, she may pose a danger if she feels that those around her are threatened.



Phrackie may theoretically be on the side of good, but she is a hacker pure and simple. If we need an excuse to bust this gang, Phrackie's it.

Cleans and The Deadly 7

On the topic of youth gangs, time is ticking away on your mission to get Chastity Bene out of the street gang she is a member of: the Clean Machine.

Though this may seem a fairly simple task at first glance, it rapidly turns into a fairly complicated undertaking. So, it is best dealt with one step at a time.

The Alley

Keeping your deal with your cohort Sophia Bene, you go to McPhereson Square to find her daughter, Chastity, and find yourself in an alley between the club houses of two rival street gangs in the area: the Clean Machine and the Deadly 7.

Composed entirely of the children of ActiDeck mutants, the two gangs share a very peculiar nature. All of the gang members are afflicted with a psychological mutatation in which they each exhibit one major character trait exclusively. With the Cleans, these consist of those traits normally referred to as virtues. Each member of the Cleans represents a different virtue: Charity, Wisdom, Temperance, Meekness, Liberality, Brotherly Love, and Diligence. The Deadly 7 represent the seven deadly sins: Pride, Envy, Gluttony, Anger, Lust, Avarice, and Sloth.

The gangs are bound to each other in a strange orbit of hatred, so they remain in the same neighborhood practically on top of each other. The violence between them continues to escalate, and it is only a matter of time before it erupts into outright bloodshed. You can stop it, but doing so is a complex undertaking.

First, in the alley you meet Christopher Modesta, the leader of the Cleans who represents the trait Humility. In speaking with Modesta, you unexpectedly find out that he can provide you with information regarding one of the names on your hit list, Brian Avery. However, he wants something in return: some dirt on Dolph Van Ittey, the leader of the Deadly 7. He is convinced that a secret lurks in Dolph's closet–a secret sordid enough to make Dolph lose face with the other Deadlies—and he needs you to find out what it is.

As you seal the deal with Modesta, you spot Chastity Bene, who represents Chastity in the alley. She refuses to leave the gang, and gives a strong indication that she has a crush on Dolph, even though he is the leader of the rival gang.

Across the way, Dolph and Blood McRath, the leader and warlord of the Deadly 7. You cross the alley to speak with Dolph, and after a few seconds of conversation you have no doubt that he represents the sin of Pride. So stuck on himself, he can talk of nothing else, it quickly becomes apparent that he has no useful information for you.

When you speak with Blood McRath, the embodiment of Anger, it is obvious that he, too, has no useful information to give you. But it also becomes painfully obvious to you that he is a very short fuse away from blowing up and doing serious damage to the Cleans. There can be no doubt after talking to McRath that time is of the essence.

The Clean's Clubhouse

From the alley you can walk straight into the Clean's clubhouse. Here, you see Gracie Lovell, the embodiment of Brotherly Love, and Drip, a walking testament to Meekness.

Gracie tells you of the love that Drip has for Electric Sex, a member of the Deadly 7. Unfortunately, there is no way for the two to be alone in either of the clubhouses, because the members won't tolerate fraternization with the other gang. However, Gracie hopes to find some place for Drip and Sex to be alone together. More pressing, however, is that Temperance Lector, a member of the Cleans and the embodiment of Temperance, has learned of the unrequited love between the unlikely pairing of the avatars Lust and Meekness.

Temperance threatens to blow the whistle on the two, which Gracie worries would shatter poor Drip. However, she knows Temperance's one vice: underground comics. She asks you to procure some underground comics and give them to Temperance. This would enable Gracie to hold the knowledge of Temperance's sin over her head to keep her from spilling the beans about Drip and Sex.

Pap Pap's Comix

Since so many different motivations drive the members of the Deadlies and the Cleans, it is wise to take care of problems as you meet them, So, when you learn about the situation with Temperance and the need for comics, the best move is to go straight to Gallery Place, where Pap Pap's Comix is located.

Pap Pap and his daughter Anna Mae run a small comics shop on your former beat. Unable to find anything about selling comic books worth a felony offense, you have turned a blind eye to their activities.

Anna Mae and Pap Pap are glad to see you, but unfortunately, there is very little they can do to help you at the moment. Comics are generally

distributed as electronic media, and their computer has contracted a virus, the Locust, which will not allow them to access any of their commands. However, if you can hack through the code, they will happily give you the comics you request.

The code to disable the Locust virus is *Imperator.*

When you enter this code into the computer, and the system unlocks. Anna Mae happily gives you a disk full of underground comics.

Clean Again

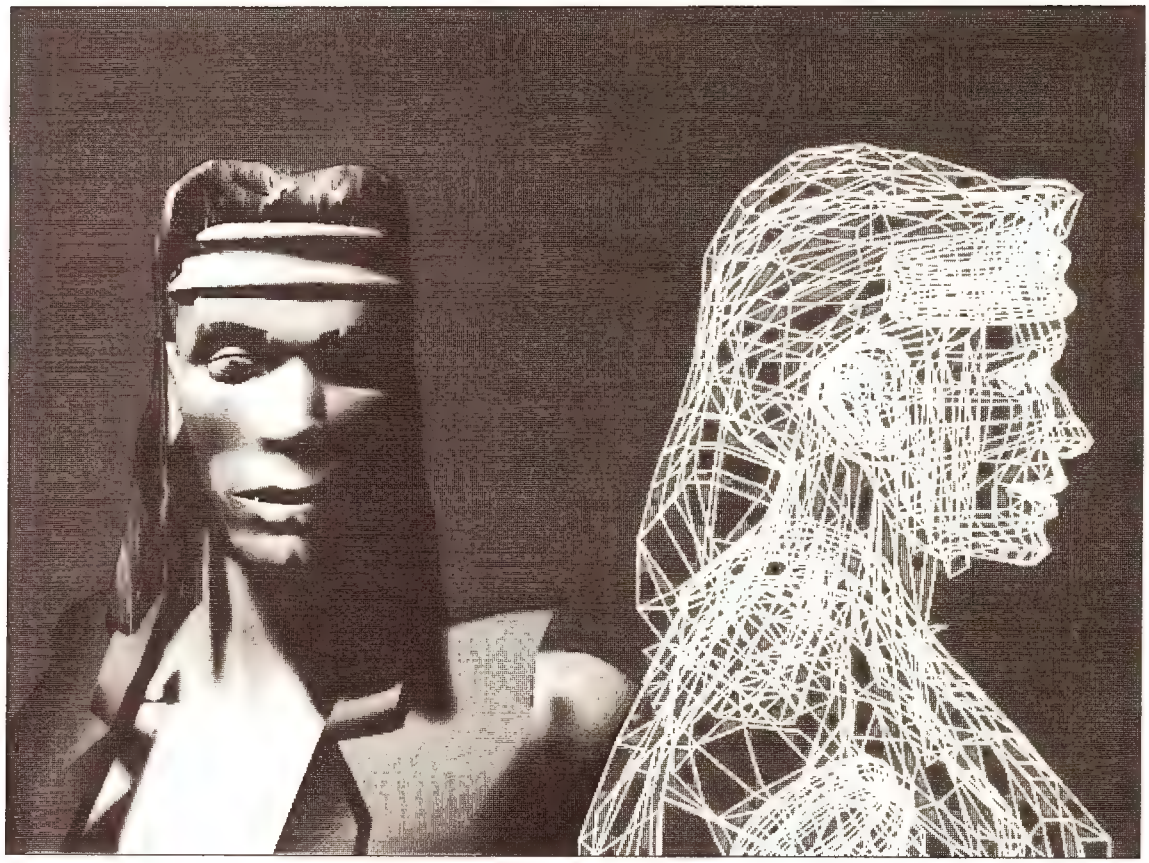
Back at the Clean Machine clubhouse, go into the back room. There, you find Temperance Lector, Phrackie, and Stephan Benevolus. You give the comics to Lector, assuring her silence.

While still at the Cleans clubhouse, you might find speaking to Phrackie useful. An extraordinarily gifted hacker, Phrackie is currently on the trail of the bank account of Dick Covet, a member of the Sevens and the embodiment of Envy. After a few moments of hacking, she manages to access his files and download his entire trust fund. She gives a substantial portion to you.

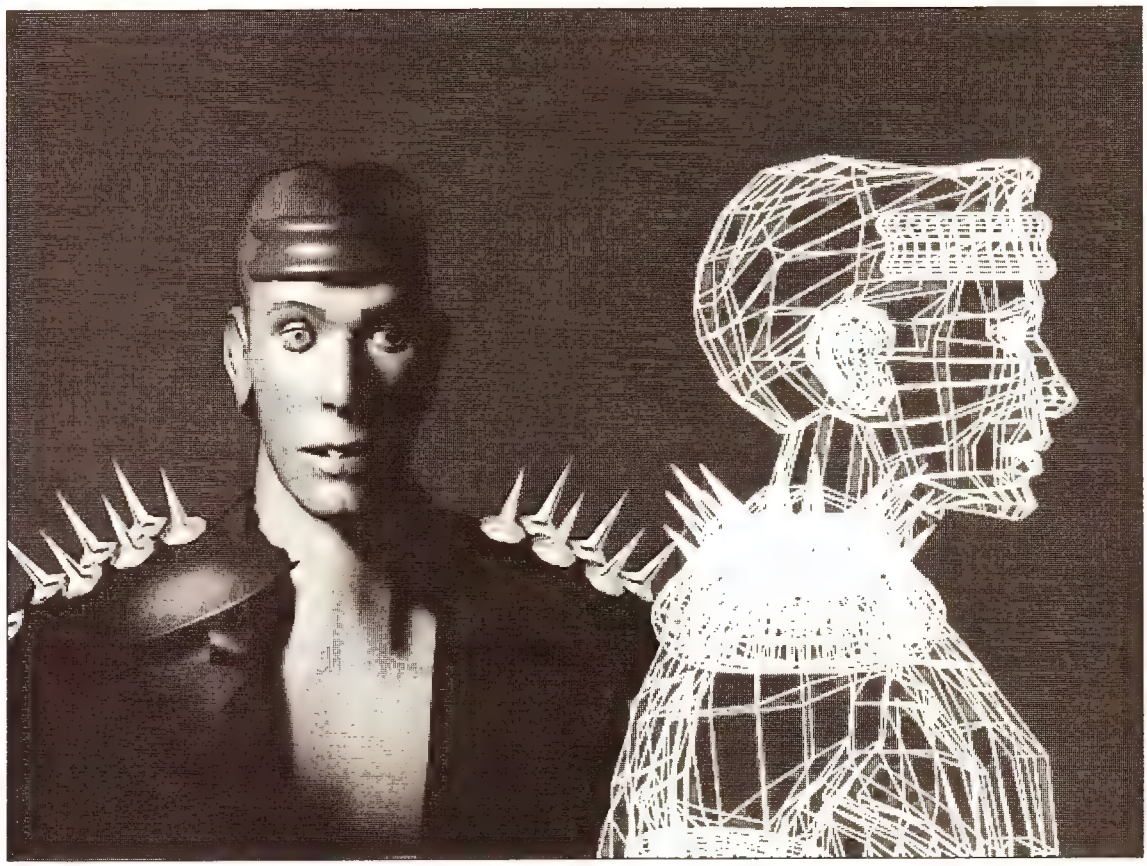
Report on Deadly 7

Office of Transgressions

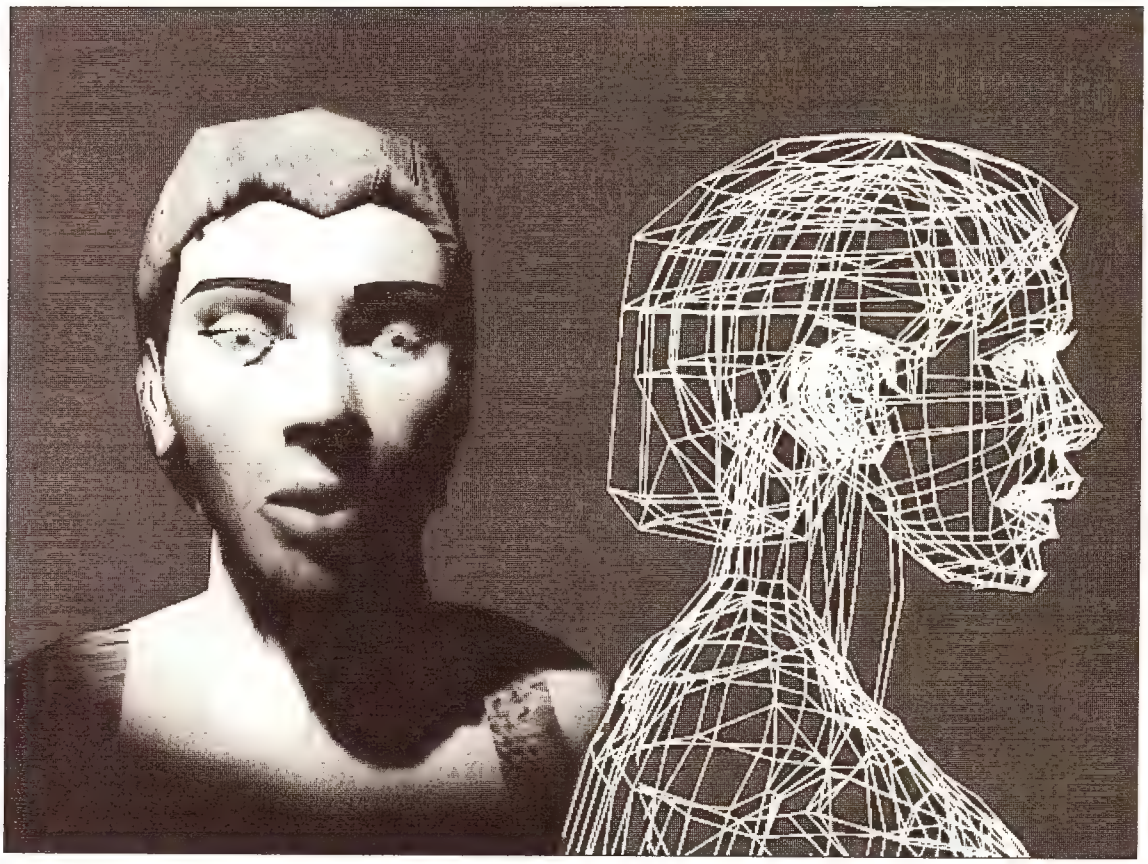
Resources are currently directed at the investigation of the Deadly 7, a youth gang dedicated to spurning the rule of the Hand of God.



Van Ittey, Dolph. Agent Van Ittey has worked his way up to assume the leadership of the Deadly Seven.

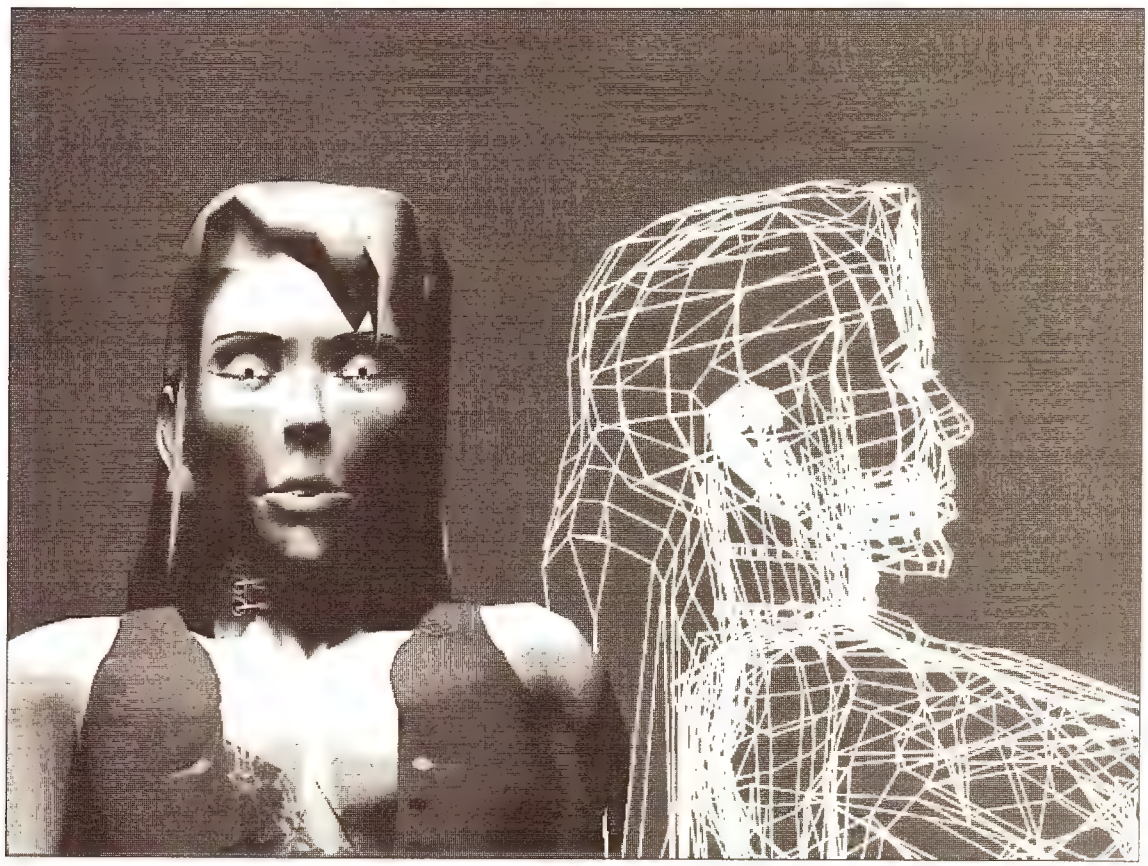


Covet, Dick. Covet is a good source of money for funding the gang's pleasures. Quite rich, he can easily provide the Deadlies with weapons or drugs, if he can spare the cash from his wardrobe.

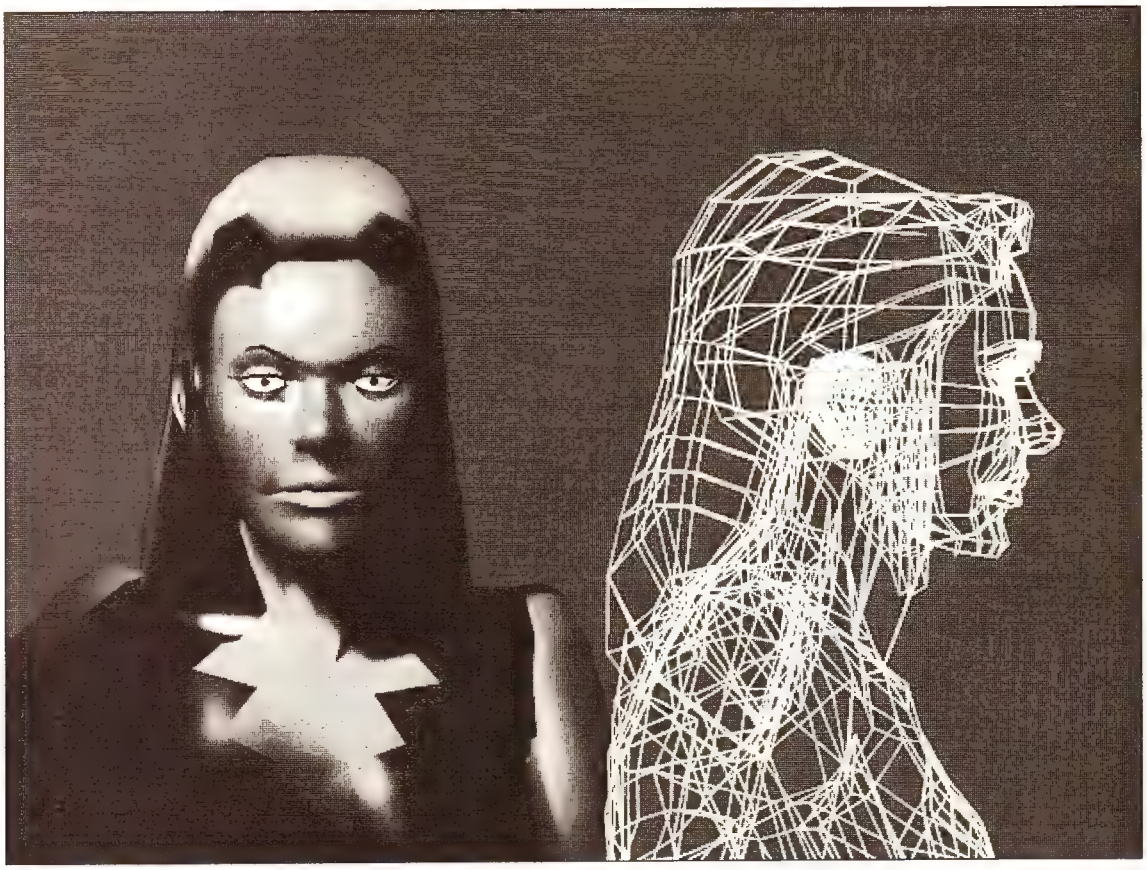


Bacchus, Barbara. Bacchus is a late stage cross-addict. She is no harm to anyone. There is probably very little difference between Hell and her daily life.

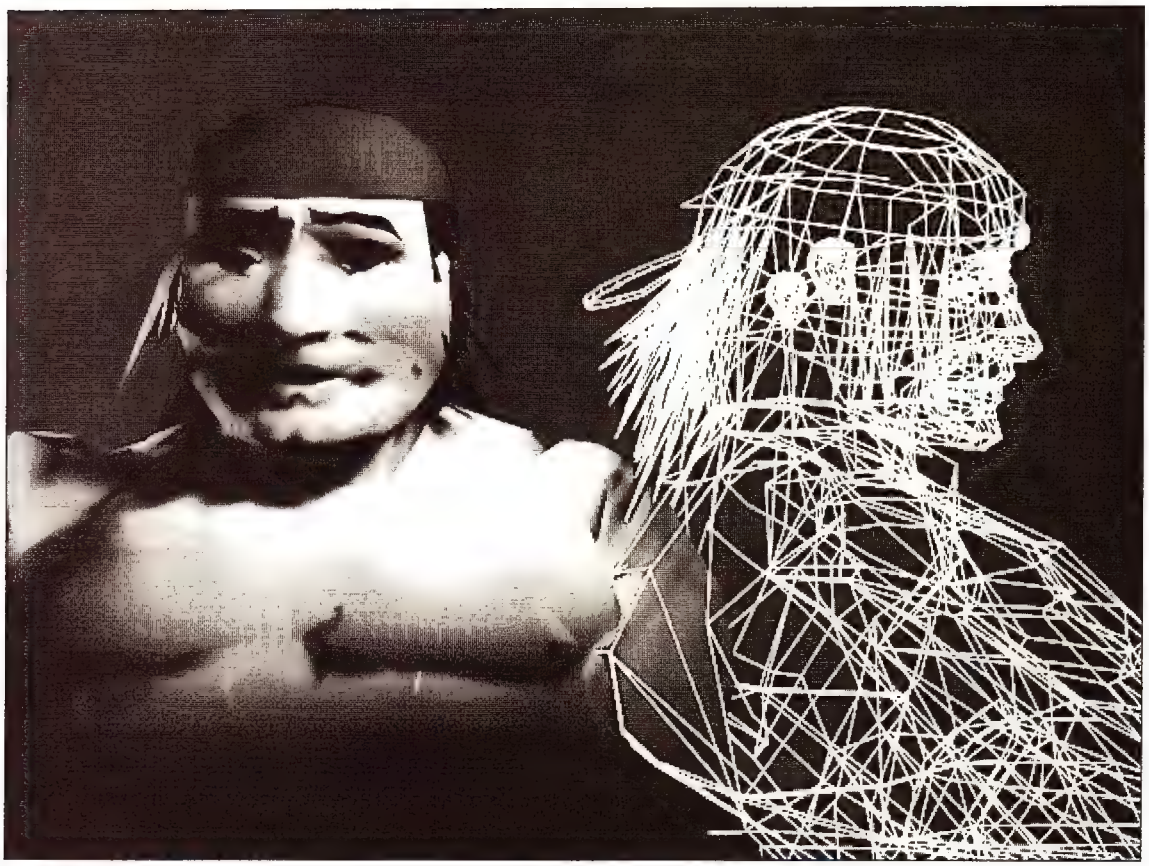
McRath, Blood. McRath is armed and dangerous. If he is not apprehended soon, he will inevitably commit some form of homicide, probably with explosives.



Sex, Electric. Sex is solely interested in her own pleasure. She may make a good mole.



Prophitt, Laura. Prophitt is an inverterate hustler.



Languo. Languo is totally harmless to himself, as well as to others. His size may make him a formidable opponent, but it also makes him incapable of leaving his couch.

The Lair of the Deadlies

Now that you've taken care of Lector and dealt with Phrackie, your next stop should be the clubhouse of the Deadly 7. In the front room, you find Electric Sex, Dick Covet, and Laura Prophitt, the avatar of Avarice.

The only one of these three young gangsters that is important to your mission at this point is Electric Sex, but only after you journey to the back room.

Before you go there, however, take note of the presence of Laura Prophitt. She tries to convince you to go to the racetrack for her, located at Judiciary Square. Though money can be made at the track, the bottom line is, you don't really need it. As long as you work for the

forces of truth, all your needs are provided by your allies. However, although you may not know it yet, you don't have much time. Therefore, forego time wasting greed and avoid Laura's offer.

In the back room of the clubhouse, you find Languo, who exhibits only Sloth, and Barbara Bacchus, the embodiment of Gluttony. The problem here is that Languo has a crush on Barbara Bacchus in the worst way. But he knows that being a couch potato who does nothing but watch TV and eat isn't enough to get his girl. However, he *has* figured out the way to her heart: booze. If only he could get her a still so that she could make all the booze she needed, he knows that she would love him.

This job, of course, comes down to you. But luckily, Scub Stevens is on your team. Simply let Scub loose on the copper tubing from the Cyber Shop (assuming you have the other items), and he slaps together a still in no time. Give the still to Languo, and he shows his gratitude by letting you access Dolph's private room. However, the only thing you find in Dolph's room is a computer terminal, which requires a password, which you don't have.

Note: Scub will jury-rig the still only if you have all the components, and then use the jury-rig shell on one of the components. The components are:

- *Copper wire*
- *Large beaker*
- *Small beaker*
- *Kerosene*
- *Steel cup*

All of the components except the tubing can be found in New Corporeals Biologics.

When you return to the main room, Electric Sex compliments your resourcefulness in handling Languo's situation. She asks for your help in finding a place to take Drip away from the gangs so that the two of them can enjoy "a moment alone."

Your solution to her dilemma is to give her the key to Dante's apartment. Though coming home to two gang members playing in his sheets is unlikely to endear you to Dante, it wins you the undying gratitude of Sex, which at the moment is more important.

It seems that she and Dolph were, briefly, an item. During their time together, he would mutter the word "Bloodnet" over and over in his sleep. This is the only information about Dolph she has.

Return to Dolph's room, enter the password Bloodnet on his computer, Bingo!—you hit he mother lode. Contained in Dolph's computer, you find a number of reports about the two gangs that he has been feeding to the government. It turns out Dolph is a snitch, working to set the gangs up with the Transgressors office.

Take this information back out to the alley and give it to Modesta. This causes Dolph to lose all credibility with the gangs and shatters Chastity's illusions about him She leave the gangs, ensuring you the future help of her.

In return for your help, Christoper also tells you about Brian Avery, one of the names on the scrub list. You learn that Avery was a teenage punk with good connections. This leads you to believe that his name was simply tacked on to the list of kills at the last moment. But why? In your attempt to figure out the link between the people on the list, Avery is a red herring.

Joining the Citizens Freedom Front

With the government out to kill you, this just may be an opportune time to lobby the CFF for assistance. The enemies of your enemy could be your friends.

In a loft in Chinatown, you track down Aldous Xenon, the contact for the resistance to whom Dante referred you. Naturally, Xenon expresses concern about the idea of letting a pair of government agents into the

organization. Even though the government is out to kill you, he still harbors some reservations. Hence, he proposes a job to test your loyalty.

Your mission of trust is to plant a homing device on Solene Solux's limousine, which is housed in a garage in the Pentagon. Then, when Solux is in the car, the homing device will be used to guide a missile to the vehicle, and thereby, kill the ruler. Aldous will not pass you on to the rest of the resistance until this mission is accomplished.

The Pentagon Garage

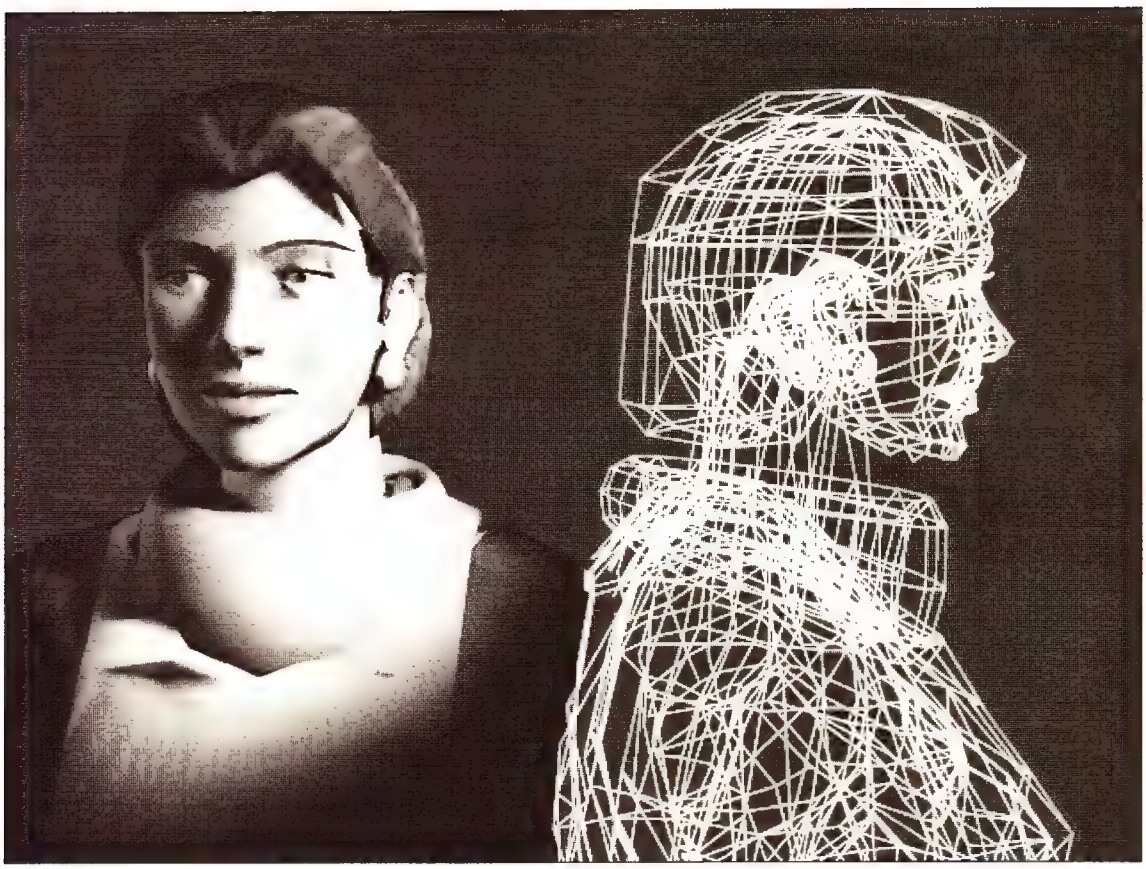
You should experience little difficulty entering the dispatch office attached to the garage. Simply go to the Pentagon receptionist desk and ask for it. Once you get into the dispatch office, however, you encounter a guard next to the locked door leading into the garage itself. He demands a Level 4 pass before he can unlock the door.

A careful check of Sophia Bene's inventory reveals that she has carried around a Level 4 pass for quite some time "just in case I may need it." Let Bene put her forgery skills to work on the pass; the doctored pass should be more than sufficient to fool the guard.

Once in the garage, you face still another problem in the form of Jo Boyle, the mechanic for Solene's personal vehicles. At the moment, she is completely engrossed in working on the limo and cannot be budged from her position. This makes it virtually impossible for you to plant the homing device without detection.

The solution is to return to the office and ask the dispatcher to page Jo Boyle to the office. You can obtain her name by examining her lunch box. Then, return to the garage and plant the homing device on the limo.

While you're at it, also take the mechanic's creeper, which is located on the floor of the garage. You will need it later.



Transgression Intercept (Partial)

Burr File

Former Senator Erin Burr, the current leader of the underground group the Citizens Freedom Front, was an elected leader of the former government. She resigned during the ascension of the Hand.

Burr is a dangerous thorn in the side of our glorious rule. She and her CFF openly advocate the return to a democratic governmental system. While her group hasn't been particularly violent in their methods, analysis indicates they are gearing up for another surgical attack against the Hand, probably in the form of an attack against Solene Solux.

Burr is a symbol of democracy as much as she is a leader. Thus, standing orders have been established to capture her alive, if possible. Sentencing Burr would break the back of the resistance.

However, if the only opportunity that presents itself is a kill, agents are advised to remand her immediately to the direct custody of the vengeful God.

CFF Headquarters

Now that you have placed the homing device on the limousine, Xenon gives you the location of the CFF's headquarters in the British Embassy in L'Enfant Plaza.

Inside the Embassy, you find Derek Literati, Vivid, and a Charles Multi-Server Unit, one of the last surviving Meats.

Soon, you are passed on to Senator Erin Burr, the leader of the resistance. She requests your help in finding a number of missing commandos whom the resistance fears have fallen into the clutches of the Hand.

The six commandos were sent out on a mission to kill Solene Solux. But just as they were about to carry out their mission, the commandos uncovered something so significant they decided to abort their mission and bring the information back to the resistance. They radioed their intentions, but never returned. Now, the Senator wants to find these lost fighters.

The names of the lost commandos are: Harold Balk, Leena Gordon, Mick Malone, Marcus Vanders, Claudette Simeon, and Vic Tavaleo.

You agree to help.

Working with Names

So, now you have not one, but two sets of names to track down. Guess it's time to get to work on this process.

Though you have no leads for the names on the list of missing resistance fighters, you at least know the workplaces of the various people on the list for the night of re-entombment. The challenge is to uncover the location of these companies. For this, you need a computer database. Luckily, Jersey informed you of the computer of Jean St.

Mouchoir, at the Office of Transgressions. If anyone has a comprehensive database, it's St. Mouchoir.

The Transgressor's Office

The Transgressor's Office, where St. Mouchoir's computer is housed, is located in the Federal Triangle. Once you get there, you easily evade the building security and arrive at the door of St. Mouchoir.

You must use the lockpick on this door to gain admittance to St. Mouchoir's office. Once inside the office, you find his computer and attempt to log on, but the computer demands a password.

Like most hacker cops, your first urge is probably to look in the trash can for an unwisely written password. Don't bother. The janitors at Transgressions are nothing if not efficient, and there is no trash to be found. However, on St. Mouchoir's desk, you find a notepad and a pencil. Rub the pencil gently over the notepad until the faint impression of the last thing written springs to life: *God's Justice.* When you enter this as the password, you indeed gain access to the computer system.

Various files within the computer are also password protected. These passwords usually consist of two words. However, St. Mouchoir was a very forgetful man. So, to remind himself of the various passwords, he instead set up mnemonics as passwords for all but the most secured data files. Each mnemonic consists of a display of the two-word password phrase with the first two letters of each word removed and the remaining nonsense syllables run together.

First, scan the areas of the computer that have no password protection. Demons, Dean Sterling, Solene Solux, Gideon Eshanti, Rachel Braque, and ActiDeck are all unsecured. Passwords have been embedded in all of the other files, including the file you need most at the moment: the Fringe Operations file. Luckily, this password is a name you know: Dean Sterling.

Enter the password to access information on the Gneo-Gnostics, Psionic League, Eschatology Incorporated, and the Meats. This will provide you with the addresses of all the above groups, as well as for New Corporeal Biologics, the former manufacturer of the Meats.

Under the Government Operations file, you also find memos relating to the Night of the Titans. The password for this file is *Hell Pit.*

Reviewing this file, you discover that the Night of the Titans was a sweep conducted by the Transgressors Office similar to the Night of Re-Entombment scrubs that nearly cost you your life. The difference is that the targets for the Night of the Titans were members of the CFF Shadow Cabinet, the braintrust of high-ranking members of the front who had been slated to take over the government if the Hand should be overthrown. Included in the sweep were Alfred Czechew, Alice Trenton, Walker Dash, General Mangini, Admiral Pike, General Tantinger, Prudence Alala, and Conklin Danforth.

Other sympathizers were picked up during the raid, as well, though they were not members of the cabinet. Other influential radicals taken in the sweep include Randal Singh, Townson Ellers, Brett Carew, and Eddy Commerce.

Mangini, Pike, and Tantinger have already been released as a result of your participation in the battles between Sanguinarius and Beautiful. Since these influentials were interred in Hell, you can assume that the rest of the people on the list are being held there and anxiously await their release from Hell.

The Night of Re-Entombment file is protected by the password, Jeremy Verdi, but when you enter this password, the computer prompts you for yet another password—and this one has no mnemonic. Obviously, this a high-security file, and you must look elsewhere to find the password before its secrets can be revealed.

The Massimo Eddie file tells you about Massimo Eddie, the first Damned man. He is currently held by the government, and his visions of hellfire and damnation are used as propaganda tools by the Hand. However, when you attempt to access his location data, you find it is guarded by yet another password that is stored somewhere off the system. For the time being, this information has to wait.

The file on Artificial Reality Containment reveals nothing you don't already know, namely, that you were slated for execution. One interesting fact you learn, however, is that the order came from higher up than the Transgressors Office. Whoever wants you dead reigns at the heart of the Hand of God government.

The CFF file also demands a password. This one has a mnemonic, but it is one that you do not know. Leave it for now and come back to it later.

Eschatology Inc.

The offices of Eschatology Inc., located at the Watergate station stop, house a pair of researchers devoted to the esoteric discipline of Dante Mapping—that is, the mapping of Hell. Once the exclusive domain of artists, writers, and theologians, since the opening of the portals to hell this has become a much more realistic concern. Unfortunately for those at Eschatology, Inc., it is also an illegal practice.

Dr. Hercule Rue Des Couers, the wheelchair-bound mutant who runs Eschatology, confirms that Adam Schonbrun was, indeed, one of his researchers and was killed by a scrub team. However, Des Couers carries an insurance policy on each of his employees with Resurrections Unlimited, a company that uses cutting-edge outlaw tech to retain personality profiles of its clients. It is hoped these profiles may allow the future resurrection of clients in a clone body. Though Des Couers and his assistant know very little about Schonbrun's activities outside of work, you may be able to get much more information by going to Resurrections Unlimited and reviewing Schonbrun's personality profile.

Resurrections Unlimited

Resurrections Unlimited has a problem. Their Dill 3000 mainframe motherboard has gone down. While this poses a problem for them, it creates a great break for you. When you and your partner arrive at Resurrections, they mistake you for repair technicians, allowing you to go straight back to the computer room where the personality profiles are stored. There is just one catch: the security system, which the real technicians know how to disable, but you do not.

The security system consists of a series of lasers in the main hallway leading to the computer room. You cannot negate the lasers without the proper transponder, and you don't have it. However, you notice a slight loophole in this security system: The laser wall doesn't stretch all the way to the floor.

Using the mechanic's creeper from the garage, you can navigate way under the lasers, but be quick and nimble, because the system also employs roving laser beams to stop just such an intrusion.

Making it past this barrier takes you to the Resurrections Unlimited Morgue, *Vocabulum est Acquirer, Ominus Venire ab Genitor.*

At this point, links should start to form. One thing you and your partner have in common is that you both dream Latin phrases, though neither of you speak the language. Swivel O'Leary often repeated Latin phrases. Examine the coffin. You find a picture of O'Leary with the Latin phrase *Vocabulum est Acquirer, Ominus Venire ab Genitor* tatooed to his chest.

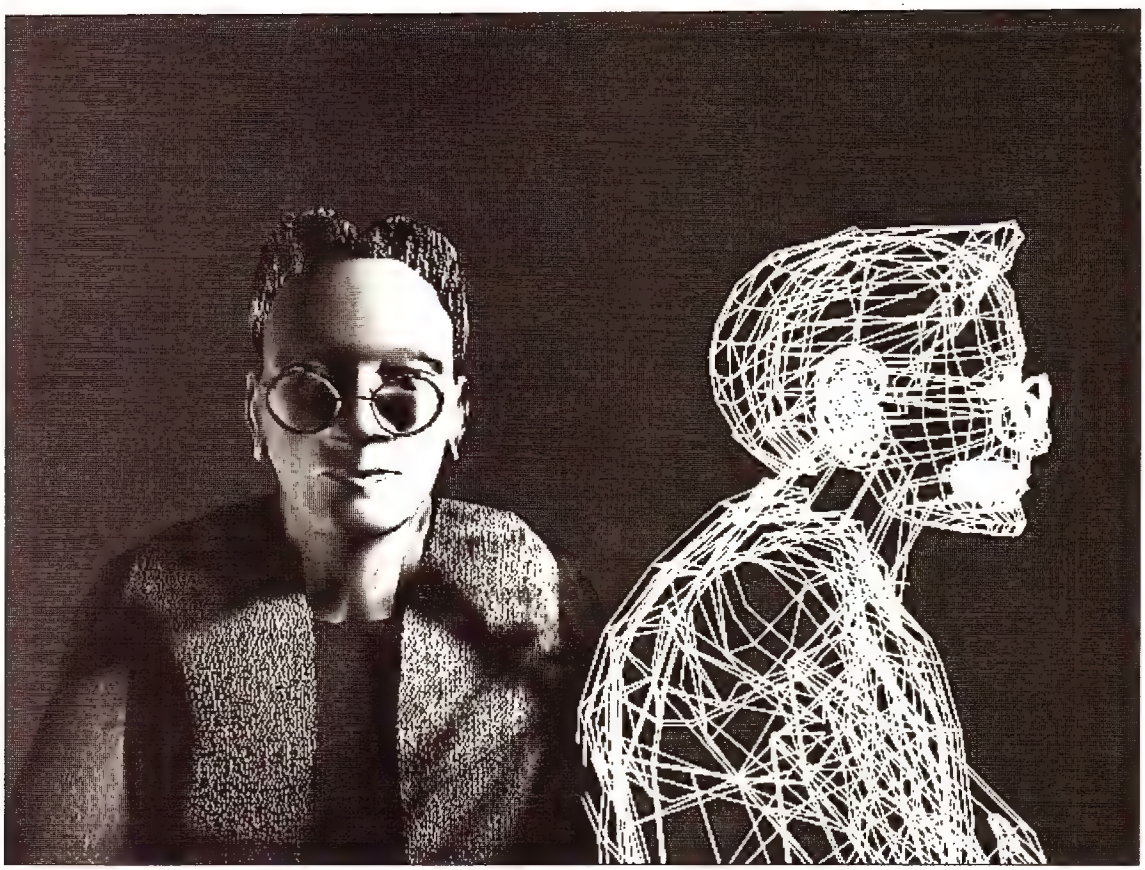
New Corporeal Biologics

New Corporeal Biologics was the firm that produced the Meats. The company has long since been shut down by the Hand. However, this hasn't stopped modern illegal entrepreneurs Ben Brewer and James Hennelly from trying to make a buck salvaging the tech from their burnt out factory at the Federal Center SW.

Since the scrub's have already iced Hennelly, that only leaves Brewer at the factory. He tells you about the phrase that Hennelly wore inscribed on a chain around his neck: *Vocabulum est Tabula, Ominus Venire ab Genitor.*

He also points out something about Schonbrun that you've heard mentioned before, that is, nothing was known of his existence (or anyone on the list) until about five years ago. You realize that until five or six years ago, no one has known much about anyone on the list.

At the factory, a number of items lies around. Take all of the items. The electromagnet will be used separately. The other items are used to construct a still.



Transgressions File Record

Professor Amadeus Coronary

Coronary is the leader of the Gneo-Gnostics and one of the foremost occult researchers in the world.

Born in France, Coronary studied there for some time before finally gaining his doctorate from Oxford. His field of study was a combination theology and applied research program.

Coronary taught for a time in various schools throughout Europe. Then, in a move that surprised his colleagues, he moved to the Holy Protectorate of the United States. His logic, as explained in his resignation letter to Board of Trustees of the University of Bonn, was that the United States offered the biggest hotbed of occult

activity in the world, and regardless of its unstable political climate, he felt an obligation to research there.

The Hand has, in the past, attempted to ignore the activities of Professor Coronary, even though his researches are proscribed by law. The reasons are two-fold: First, allowing him to continue his work keeps the fear of Hell and the occult alive among the fringes. Second, killing him would cause an international outcry that is best avoided, unless he presents a direct threat to the power of the glorious Hand.

Gneo-Gnostics

The next stop on your itinerary for tracking down the scrub list victims is the occult research agency of the Gneo-Gnostics, located at the Capitol South subway stop.

The Gneo-Gnostics research the arcane, another of the many intellectual pursuits that have become illegal under the rule of Solene Solux. From their church headquarters, this band, led by Professor Coronary, uses the best equipment they can scrounge to research tech and its interface with the occult. Deirdre O'Connor was a Gnostics employee.

When you enter the Gnostics headquarters, Coronary and his assistant Donna Alandro are present. Coronary reveals to you some information about O'Connor, and you find that, like the others, there is a strange absence of history on her beyond a few years ago. The doctor has no recollection of her speaking any Latin phrases, unlike the others. He does, however, have a skill you very much need: He speaks Latin.

But before he agrees to use his skills to help you decipher the Latin phrases you have collected, he asks a favor of you. An ancient scroll, known as the Blaze Parchment, was stolen from an auction in Vietnam. The Gnostics have determined that the scroll now resides in the private apartment of a local collector, located near the L'Enfant Plaza subway stop. If you get the scroll for him, he will translate your phrases for you.

If you wish, you can return to the office in which O'Connor used to work. There, you find her assistant Daniel standing over her workstation, torn with anguish. He claims that all of O'Connor's personal effects have been taken by the scrub team, but under the clutter on her desk, you spot the edge of a piece of parchment paper.

Daniel, however, blocks you from getting a closer look at the scroll. Knowing that you worked for the government at one time, he irrationally blames you for O'Connor's demise. He refuses to give you the scroll unless directly ordered by Coronary.

Coronary, of course, will not give the order unless you bring back the Blaze Parchment.

The Collector's Apartment

As fate would have it, records indicate that the collector in question will be out of the country at the time you plan to perform this operation.

In his apartment at L'Enfant Plaza, you observe the parchment on proud display in a corner of the room. You also note the elaborate security system used to protect the room's contents. You see no way to get to the parchment without setting off the alarm system.

However, just because you cannot go to the parchment doesn't mean the parchment can't come to you. The parchment sits on a metal stand. Aim the electromagnet at the stand, which draws it outside of the sensor's range, allowing you to retrieve the document. Then, return to the Gnostic's headquarters.

Back at the Gnostics

When you return to the Gnostics, give the parchment to Coronary and ask him to order Daniel to let you search the O'Connor's desk. There is good reason for you to conduct this search first, before you take any other action. You suspect that O'Connor has also been repeating a Latin phrase to herself. If you can find this phrase, it may simplify your job. If there is no phrase, you can be fairly sure that O'Connor was an incidental on the scrub list and that she is not associated with the reason you were scrubbed.

Once you gain access to her desk, you find that the scroll on her desk does, indeed, contain a Latin phrase: *Vocabulum est Janua, Ominus Venire Genitor.* In addition, you uncover from her desk a list of readings from Solene Solux's holy writings, the *Sententia.* This will be important later. Take it with you.

Now that you have obtained the Latin phrases from everyone on the scrub list, enlist Coronary's help in deciphering them. He comes up with the following list of words: *get*, *gate*, *stilt*, *late*, and *silt.* He also tells you that each of the phrases also share a common phrase: *All comes from the father.*

After pondering the translations for a moment, Coronary demonstrates why he is a renowned scholar of ancient mysteries. He points out to you that the words *get, gate, stilt, late*, and *silt* are all components of the word *gesticulate.* A quick computer query confirms that this word is, indeed, the point of the whole coding scheme of the Latin phrases. What the word *gesticulate* could possibly have to do with anything, Coronary hasn't the slightest clue.

You, however, have more than just a clue.

Back at St. Mouchoir's

At this point, the most logical place to go is back to St. Mouchoir's computer system. The fact that the Latin phrases were a code representing a single word can only mean one thing: the word *gesticulate* is a computer password. Since all of the people the phrases came from were killed in an operation called the Night of Re-Entombment, it stands to reason that the word is the password or at least provides some key to that file.

When you type *gesticulate* into the system, you not only confirm that it is indeed the password to unlock the Re-Entombment file—you also uncover something much more chilling.

The Solution of the Lists

In reviewing the heavily secured Night of Re-Entombment file, you identify the common link among the list of scrubbed victims.

So far, you have followed the trails of two separate groups of people: those on the scrub list and the commandos Sen. Burr asked you to find. Turns out the two are more closely linked that you realized.

Some years ago, the commando team ordered to kill Solene Solux witnessed something they never should have within the Pentagon as they made their way in to attack the Imperator. Whatever they found was so important, they scrubbed their mission and pulled out, intent on getting this data back to the underground. Unfortunately, they were caught as they retreated.

Rather than just killing the commandos, Solene Solux decided to use them to demonstrate some new technologies developed by the Imperator's Technopriests: total personality reconstruction.

But Solux didn't make this decision out of the kindness of her heart or a squeamishness for bloodshed. The commandos were entirely reprogrammed to become the perfect tool for covert use against their former masters. With their bodies and minds totally rebuilt to the point that even they didn't have a clue about their former lives, they were sent back out into society.

But covert chaos was not her only, nor her most important intention. Solux had all of the commandos programmed with a simple imperative—kill Senator Erin Burr, the leader of the resistance on a target date five years into the future.

After the reconstructions were completed, these new persons were inserted into society on that fringe most likely to lead them to the CFF, the line between law and crime. Most were put into society as criminals, outlaws, and criminal technicians. Two, however, were installed as keepers of the law, in the hopes that they would be contacted by CFF members trying to subvert them.

But something went wrong. The programming on one of the reconstructed commando's malfunctioned. This caused Solux to become nervous and to order the destruction of the new toys.

This was the scrub order in which you were caught.

Rachel Braque and Gideon Eshanti don't exist. You are two of the reconstructed commandos.

Returning to CFF

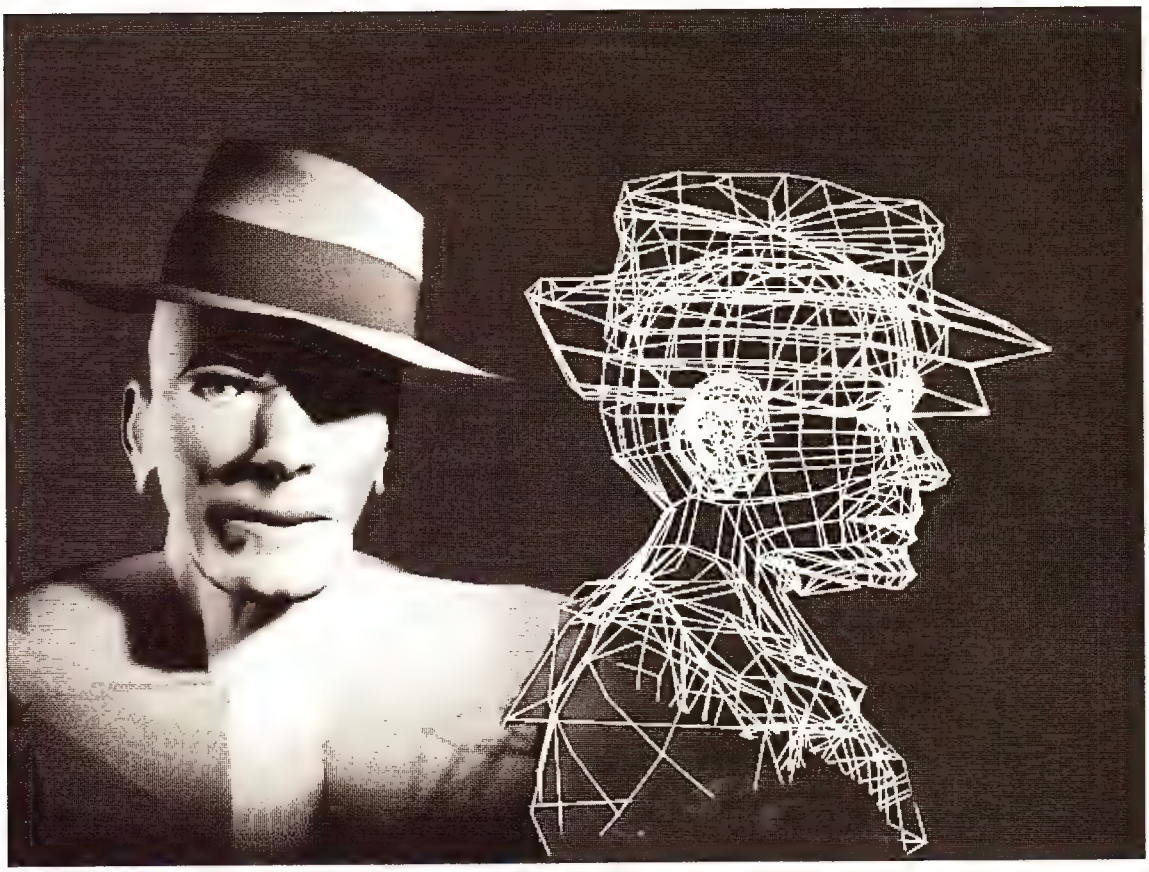
Now, you must return to CFF headquarters and tell Burr what you have learned—not only are you programmed to kill the Senator, but you are set to do so within three weeks of the scrub attack on you. Your time is brief. Whether the programming will actually work as programmed is anyone's guess. It has malfunctioned on at least one of the other subjects of the experiment. Regardless, it is certain that some members of the Resistance will vote in favor of killing you anyway.

Senator Burr, however, did not reach her current position by being squeamish or reactive. She wants to keep you alive and working for the CFF. She remains optimistic that this, like all problems, can be thwarted by dealing with it when and if it materializes.

In the meantime, you must continue to work on ways to fight the powers that be and to further the power of the Front. To this end, you must now contact the demon hunter Dean Sterling. He may be able to assist you.

Finding the Crack

You are about to witness a series of revelations that will change the very way in which you perceive the world and your place in it. But first, let's visit the office of Dean Sterling.



Advertising Holo for Sterling Safari, Inc.

Good'ay Mate! So you want to hunt the bigguns? Well, you've come to the right place. Sterling Safaris guarantee that if you plunk down your hard-won kip with us, you'll get a shot at that Rhino, Tiger, or other big game animal you want hangin' over the fireplace back in familyland. If you don't get at least three clean shots at your dream animal, we'll refund the full price of your safari–and pay for your ticket home. We don't take the shot for ya', but we do everything else.

And for those of you worried about the Protection Act, have no fear. A healthy portion of every safari fee is paid to the Genetic Restock Society, which makes sure that for every animal we bag in the outback, two more are grown and integrated to the wild. So, you can hunt and help restock the land at the same time. Good on ya!

If you have what it takes, sign up for the hunt with Sterling!

Dean Sterling

Dean Sterling is a big game hunter who has decided to take on the biggest game of all: demons. Though he may appear to be an almost comical rube from the Australian outback, do not let appearances deceive you. He is a ruthlessly efficient hunter of the creatures known as demons.

When you visit Sterling, he tells you about the current target of his personal demon safaris: Asmodeus. The demon Asmodeus makes "snuff films" involving human-demon couplings. Sterling plans to take him down. The problem is, Sterling can't get at Asmodeous, because Asmodeous knows Sterling and would attack him on sight. Sterling needs someone to go in for him. With Rachel's physical attractiveness, you would make the perfect bait.

Sterling gives you an explosive device to plant on Asmodeus' film production set that should kill the demon. All you need to do is go to Asmodeus' office and be "recruited" for one of the demon's film projects.

To your surprise, you realize you know much more than you expected about military hardware, but have no idea how you know this. If you give this a second thought, it may occur to you that it is because of your commando training in a past life. A startling revelation! And something better left unsaid in front of a stranger.

Asmodeus Productions

In Asmodeus' office, you find the demon hard at work on the set. He rapidly warms up to the two of you, and offers you a part in his newest production. This involves an invitation to visit his location set in Hell.

Allowing the demon to use his Psychopomp portal on you, you are once again transported to Hell. Asmodeus' Hell pit is a movie studio, and on the set is one of the tortured souls he has made into a "star." You must quickly find a place to plant the powerful explosive device given to you by Sterling. It is highly unlikely that you will have the opportunity to do this before Asmodeus starts to behave strangely and the entire area starts to dissolve, taking the demon with it. You

suddenly find yourself in nonspace with nothing around you at all. Then, flaming letters appears instructing you to go to Dante's and all will be explained.

Back to Earth

Soon after seeing the flaming note, you wake up in Asmodeus' earthly office with Dean Sterling standing over the destroyed Asmodeus. On the floor lies the defeated Asmodeus, who, on close inspection, turns out to be an android.

Sterling tells you that he was observing you with a telescope through the window of the office. He saw you get hooked to the psychopomps, and then Asmodeus started twitching uncontrollably. Figuring this was a bad sign, but that it may be his only chance to kill the demon, Sterling used the gun he had brought and took aim through the window, killing Asmodeus with one shot.

When he came into the office, he discovered that what he had killed wasn't a demon at all, but a very advanced android similar to the complex server units outlawed 40 years ago known on the street as Meats.

In the office, retrieve the psychopomp from the floor and take it with you. It is now time to return to Dante's, where the promise of an explanation awaits.

Putting the Pieces Together

When you arrive at Dante's, enough time has passed in the journey for some thoughts to coalesce. The implications of what just happened in Asmodeus' hell pit are staggering. What if, instead of Hell being what it seems, it is a virtual reality construct, albeit one of the most elaborate and complex virts in existence? It would shake the entire foundation of society.

With a bit more thought, it appears fairly self-evident that this is exactly the case. The Hand somehow constructed the demons and the Hell virt to keep the population in a state of fear so that they could take and keep control of the country. This is the reason they outlawed almost all tech after they took power, to make sure that no one could get the technological edge required to see through their scam.

Dante informs you that he has an address in Hell that you are supposed to go to, though he doesn't entirely understand what good an address is in Hell. You, chillingly, know exactly why there would be an address in Hell.

At this point, you use the psychopomp, which you now understand isn't a portal to Hell at all, but instead simply a wireless decking unit. When asked where you wish to go, tell the address server *Garage*.

The Informer

When you show up at the Hell address marked *Garage*, you find that you are in a hastily built construct resembling a parking garage. Most of it is unfinished. There, you encounter a shadowy figure waiting for you.

The shadowy figure is Deepthroat. He is a part of the government team that maintains Hell from their headquarters deep in the Pentagon. However, he has had a change of heart and wishes to help undo the damage done by the Hell construct.

The lock-up of Hell that you experienced in Asmodeus' hell pit wasn't intentional. It was an unexpected side effect of Deepthroat's attempt to send you a message.

The only thing that Deepthroat does on this trip is confirm your theory that the whole of Hell, as well as the demons, are a scam designed to keep the Hand in power. Then he implores you to stay in contact with Dante. He will leave a message there the next time he needs to talk with you.

Obviously, this information removes any last, lingering vestiges of sympathy or loyalty you might have had for the government, as though the treatment you received as a commando at the hands of Solux wasn't enough. There are no longer any excuses for the so-called greater good. The government of Solene Solux is directly responsible for the greatest suffering in the history of the human race!

Back in the apartment, Oscar Drexler tells you of a group that might help you in your upcoming battles with the forces of darkness: the Psionic League.

Note: You also can learn about the Psionic League from Jenn St. Mouchoir's Computer.

The League are a group of ActiDeck mutants who are not bitter about their fate, but try to use their talents as a boon to humanity. Their headquarters are located in Georgetown. However, there are a few things that may of greater importance for you to check on right now than these potential allies. For instance, if Hell is virtual and demons are androids, who better to try to get some information from than your own personal patron demon?

Beautiful: Post Lockup

The lock-up of Hell has had profound implications, and you aren't the only ones affected. The temporary malfunction has caused a number of problems for demons everywhere. One of the demons in the most acute distress is Mr. Beautiful.

His temporary malfunction has allowed a pair of hoods, Secedine Marto and Manuel Salinas, to get the drop on him and destroy his body.

When you arrive at Beautiful's office the Hell lock up, you walk in on two killers standing over the destroyed android body of the demon. However, though the body is damaged beyond repair, Beautiful proves that a demon is harder to kill than the proverbial boot sector virus. His head, though separated from his boy, still functions, taunting his attackers. Pick up Beautiful's head by recruiting him into the party.

Marto confiscated a DAT tape that came out of the android when it was destroyed. He now offers to trade you the tape in return for information regarding the location of the two negotiation hostages given to Mr. Beautiful.

Abonides recites a string of numbers to you and tells you they are the clues you need.

With a few moments thought, you can convert the numbers to words by assuming that it is a numerical code with the base of the letter *A* representing the number 6. This produces the words *fruit death*, *hell road*, and *oil*.

These obviously seem like passwords, but there is no terminal in the room. There is, however, one piece of electronic equipment: the jukebox. Further, now that you think about it, you've never heard it play.

You examine the selections on the jukebox, but find nothing to exactly match the clues you have acquired. But, once again, after a bit of thinking you realize that these are clues to the titles of songs. When you look through the selections, it is obvious that three of the tunes correspond to the clues:

- *Reputable Perversion*, by Viscous Fluid
- *Brimstone Over Easy*, by Orange Martyrdom
- *Damnation Ave.*, by The Shank

Playing these three selections opens a door in the floor leading to a secret room.

Mr. Beautiful's Secret Room

In the secret room, you find Carlos Portillo and Delmonico Fehrlingetti hooked to psychopomps. Your entry startles and confuses Marto, but you, understanding the nature of Hell, know that they are plugged into the Hell matrix. This is why you are working to get the DAT. Any information from a demon should have some bearing on the nature of Hell.

Marto gives you a tape, but when you attempt to listen to it, all you get are garbled sounds. It is time to go to a man who makes his living working with tapes: Nick Cannon.

But before you go to Cannon's, return to Mr. Beautiful's Office and retrieve his severed head. After all, it still works, and you never know when a demon's advice may come in handy.

Nick Cannon and the DAT

When you return to the Voice of God on the Mall and relay the lock-up incident to Nick Cannon, his first reaction is incredulity. But this is quickly followed by his intense desire for you to continue to work on this breaking story. Use his good will to convince him to translate the tape for you.

Just as Nick completes the transcription of the tape, he uncovers a seemingly pointless message: *God is Dead.*

You, however, recognize that the seemingly meaningless words may come in handy later. You file the message away for future reference.

Resistance Post Hell

Your next step is to inform the CFF of this new information that you have acquired about Hell.

Burr greets this communication with a few moments of incredulity, but then her assistant Katerina plugs this information into the computer, runs a query, and confirms that it does fit a number of theories.

While you and Burr discuss the matter, Katarina makes a quick run on the Pentagon systems, and in light of this new data, comes up with some startling results: the location of some of their people now being held in the virtual torture construct. The information was there all along, if only you had known how to find it.

Now that you know these locations, it is suggested that you go to Hell and free some of the captives. The resistance has planted a small group of moles in the Pentagon who can secure their bodies, but first you must use the computer to free their minds. The challenge is that breaking the link prematurely may kill them. Originally, this feature was thought to be deliberately programmed as a feedback device to keep the captives from being freed. However, given this new information about the true nature of Hell, it is now obvious that the prisoners must first be let loose in Hell, using hell's own logic, before it is safe to take the electrodes off the damned CFF prisoners.

The First Run on Hell

The first thing you must do is return to Dante's apartment or CFF to jack into Hell. If you are caught and the transmissions from your psychopomp are traced, it is imperative that your trail doesn't lead back to the core of the Citizens Freedom Front.

Once you reach Dante's apartment, jack in and go to Charon. Code inserted into your transmissions by Katerina's hacking gives you access to a menu of hell pits where CFF prisoners are being held. Select the Dentist's Office.

Dentist's Office

There really isn't too much of a difference between the dentist's office in Hell and any other Earthly dentist's office, except for the fact that the anesthetic is applied to the doctor instead of the patient in Hell. In this case, the dentist is a demon named Malebolge, and the patient is Alfred Czeschew, a member of the shadow cabinet you are here to rescue.

Since you are not a part of the particular algorithm for any given Hell torture, normal demons do not molest you. They run on fairly simple algorithms and are unable to deal with extraneous things in their environment. This is not true of the much more powerful demon lords, but for the moment, you don't need to worry about them.

Though you may walk about the room unmolested by the demon present, there is nothing you can do directly to the demon. The hell pit programs all have a release mechanism so that the prisoner may be freed, but the mechanism follows the strange logic of the Hell virtual reality matrix.

In this particular room, the demon performing the dental work on the unwilling patient occasionally takes hits off the nitrous oxide bottles located in the corner of the room.

To defeat the demon and free your target, pour the nerve gas from Sanguinarius' hell pit into the nitrous oxide bottles. This causes the demon to kill itself by inhaling the mixture, thereby freeing Czeschew. His body then fades out as the program releases him.

Be sure to take the unpoisoned nitrous oxide tank, the gauze bucket, and the dentist's drill with you. You will need them later.

Flame Pit

Next stop is the Wall of Flame hell pit where Prudence Alala is being held. Prudence is restrained on a rack situated on a rock island

surrounded by a wall of flame. On your side of the wall, a steam pit spits vile-smelling steam from the bowels of the pit at regular intervals.

Prudence tells you that her bonds are quite loose, if only someone could get past the wall. However, when you attempt to approach the flames, you find that you cannot pass through them.

The way to release Prudence is by using the steel lid you should have acquired in Mr. Beautiful's hell pit. Place the lid on the steam vent and stand on the lid. When the steam geyser hits, you vault over the wall. Then, you can release Prudence, who rapidly fades out as she returns to freedom in the real world.

The Zoo

At the Zoo, you find comedian Eddy Commerce in a cage being tortured by the demon Machalus. Upon listening to a few moments of Eddy's so-called humor, this may not seem like such a bad fate for him, after all. However, it is your job to free him.

The demon torturing Commerce, Machalus, is none too bright, but unfortunately he comes fully equipped with cyber enhancements and armor. Attacking him would obviously be futile. However, like all lower-level demons, he cannot molest you as you attempt to find the program sequence that frees Eddy.

Many objects fill the room. A sharpened staff used to torture prisoners leans prominently against one wall. There are also animals—but these are animals hell style.

The first animal you encounter (not counting Eddy) is the Rachentiern, a demonic creature composed of 100 percent teeth and appetite. Fortunately, it is locked in a cage hanging from the ceiling. The other type of creature kept here is the Floating Beast.

Floating Beasts are mindless proto-demons who have not yet grown wings, but by the twisted reality of the virt are still able to fly. They are harmless at this stage of their development.

In this room there are also canisters of food for feeding the creatures, as well as keys to the Rachentieren's cage.

The strategy for freeing Eddy is to pit the unstoppable appetite against the unkillable demon.

First, empty the can of food on to Machalus. Then, get the keys and unlock the Rachentieren's cage. Do not unlock the cage before putting the food on Machalus, or the Rachentieren will go for the softest available food in the room—you.

When this is done, the Rachentieren attacks Machalus, and runs him out of the hell pit. This frees Eddy, for better or worse.

Once Eddy is freed, be sure to take the staff and the Floating Beasts with you, They will come in handy later.

The Rat Room

The Rat Room holds Dingo Tucker in a most unpleasant predicament. Dingo is enmeshed in a rickety framework of large tubes. Through the tubes run hundreds of starving rats, trying to reach his flesh. Tucker, of course, is terrified of rats.

The problem is, there is no way to free Tucker without upsetting the fragile balance of the tubes, which would release hundreds of starving hell rodents to go forage on human flesh.

The key here is to somehow neutralize the rats. This is done quite simply by spraying the nitrous oxide from the Dentist's Office on the tubes. This puts the rats to sleep, allowing you to free Tucker.

The Hell Ice Field

Conklin Danforth faces the opposite dilemma of Prudence Alala—he is encased in a block of solid ice. The problem is further complicated by the fact that, as with Prudence, something prevents you from getting to Danforth.

The barrier comes in the form of a large area of thin ice that lies between you and the frozen CFF member. The ice cannot support your weight, and any attempts to cross it will result in your drowning in the freezing waters that run beneath the ice field.

However, at this point, you should have in your possession the Floating Beasts from the Zoo. If you hold onto them tightly, the beasts provide just enough lift to heft you across the thin ice, allowing you to reach the more solid block encasing Danforth.

Before you go, however, you need some way to melt the ice prison once you breach the ice filled. Any attempt to use a weapon would kill the man within. So, the job requires something more subtle.

Luckily, you still have the bucket from the Dentist's Office. Take this bucket to the fiery Styx and carefully fill the bucket with the flaming water. Then, use the Floating Beasts to carry you across the thin ice.

Pouring the Styx water over the iceblock rapidly melts it and frees Danforth from his ice prison, allowing him to return to the warmer land of the living.

The Music Room

The Music Room gains its name from the musical notes set in stones on the floor. The notes tend to make the room look light and cheery. But the tortured body of Alice Trenton hanging on the other side of the stones serves as a quick reminder for even the most musically inclined, that they are still in hell.

Trenton tells you of her captor's taunts, which she believes hold a clue to her release. The most important is the verse:

Murder the dumb,
torture the meek
with the scent of death
and the gnashing of teeth.

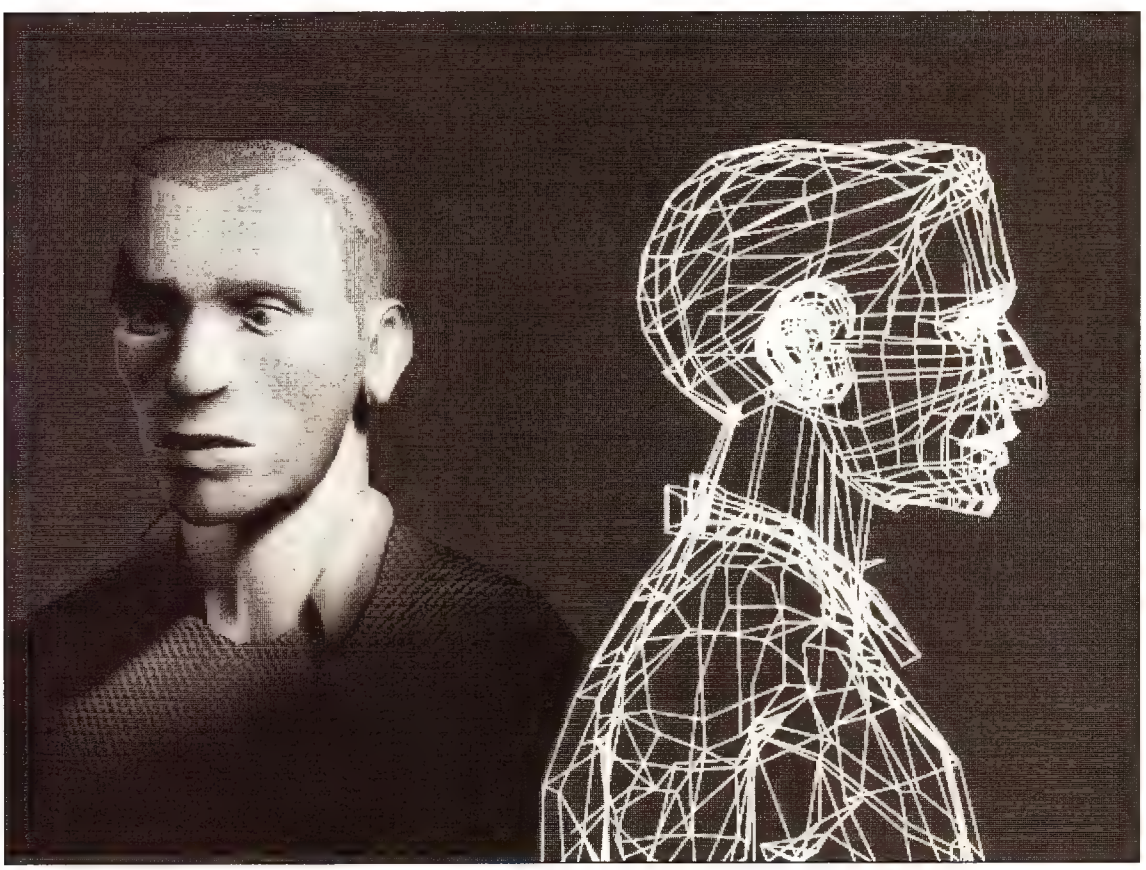
He also says that silence is the key. While this is a rather obscure clue, it makes sense when you consider both the verse and the clue together. The notes to be played are represented by those letters that remain silent in the verse—the *B* in dumb, the extra *E* in meek, the *C* in scent, the *A* in death, and the *G* in gnashing.

Now simply press the stones that have the notes *B*, *E*, *C*, *A*, and *G* on them, and Trenton will be freed. However, if you temporarily forget the notes of the scale, wait until you make it to Hell's School Room before you attempt to free Trenton. There, you will see the musical staff

written on the blackboard and can return to the Music Room to release Trenton.

The Second Group

Once you have released the first group of victims, report back to resistance headquarters. There, you find that enough time has passed to enable Katerina to locate two more resistance prisoners. One is Thelma Bay Chesapeake and the other is Jeremy Verdi, an expert hacker on the side of the resistance. Burr asks you to free them. Verdi, in particular, is important to your cause, since such a talented hacker can be invaluable in helping you find the loopholes in the Hell programming.



Flash Traffic➢Special Transgressions
Detachment➢Miraculum Sepulcrum

The security leak from the Hell team known as Deepthroat is still at large. The above images were taken from an intercept of hostile electronic intelligence leaving the Pentagon.

At this point, very little is known about the individual behind this virtual identity. He must be a member of the Hell team with full access to virtual programming tools and to the computing power. That is the only way he could construct and hide his own virtual construct.

We also know that he has been in contact with Braque and Eshanti.

It is imperative that this man be tracked down and taken into custody at all costs.

By the order of the Vengeful God and his prophet Solene Solux.

Back at Dante's

Returning to Dante's, you find a message from Deepthroat awaits you. You then go back to the garage construct and discover that time is running out for Deepthroat—the Hand is wise to his little virtual haven.

Deepthroat also tells you that it may be possible to do some real damage to Hell, but it requires a much better programmer than he is to do it.

This highlights the importance of getting Verdi out of Hell and back into the hands of the Citizens Freedom Front.

Verdi

So, once again, you go to Hell. The Abyss is now one of the options presented by Charon, now that Katerina has hacked the location.

Traveling to the Abyss, you find the much sought after Jeremy Verdi. Unfortunately, he is caged on a board hanging over Abyss. The only thing that keeps the board—and Jeremy—from toppling over into the great chasm is the horrible demon Gack, who rests his colossal weight on the other end of the board while he stuffs himself with disgusting food, such as fried maggot sandwiches. Verdi, in keeping with true hell logic, is, of course, starving to death.

The problem here is that you cannot chance Gack's moving, because if he does, Jeremy will surely fall to his death. Hence, the solution to this puzzle lies in doing something that leaves Gack standing on the end of the board.

To defeat Gack, take advantage of his own gluttony. Give him the beer mug filled with acid that you got from Beautiful's hell pit. Gack uses it to wash down some of his sandwich. The acid destroys him quickly enough so you don't have to worry about his having time to move off the board. As soon as this is completed, Verdi disappears back to the real world.

Once he is gone, make sure to take the bucket of tar that Gack used to flavor his meals. It will be a good thing to have later.

Belly of the Beast

The Belly of the Beast is the torture pit in which you find Thelma Bay Chesapeake. Thelma's situation is the opposite of the situation faced by Jonah in the Bible. Whereas Jonah was taken into the belly of a whale and saved from destruction, Thelma has been taken into the belly of the beast that is slowly but surely destroying her with its gastric juices.

Lying on the ground nearby, you find a human femur bone from one of the last victims to suffer in this hellish place. You also find a small rock.

The key to releasing Thelma is to give the beast a bad case of indigestion. That's where the bone comes into play. Use the rock to sharpen the bone to a point, and then use the sharpened femur bone to make an impromptu ulcer in the belly. This releases Chesapeake and enables you to continue with your work.

Back in the Real World

Your release of Verdi has made the Imperator a bit nervous about the security of the Hell virtual. Although he/she boasts to aides that she is only giving you enough rope to hang yourselves, the minions of the Hand have been busy ferreting out the security leak among the Hell staff.

They have succeeded.

Back in Dante's loft, you receive a message from Deepthroat. Go back into cyberspace to the Garage location; this allows you to interact with a message that Deepthroat has placed there. It turns out that he has been captured. You need to go to his office at the Pentagon and try to get him out. He now tells you that his real name is Thomas Meaculp. He also begs you to hurry.

Releasing Deepthroat must be your first priority. He knows too much about Hell for you to allow him to be killed in interrogation.

Back to the Pentagon

Once you are in the Pentagon, you easily enter Meaculp's office. There, you find that an encrypted note revealing his captivity location has been placed on his computer by an anonymous sympathizer. The problem is that the location, like most everything else generated by a government computer, is encrypted.

This encryption takes the form of an association puzzle similar to those used in IQ tests. For example, *Night is to day as cop is to robber.* This particular government encryption contains four different puzzles:

Shudder is to fear as crying is to sorrow.

Fan is to air conditioner as keyboard is to decking unit.

Suicide is to death as embezzlement is to wealth.

Charon is to perdition as freeways are to Los Angeles.

When you run these four sequences on the computer, it displays the translation: Deepthroat is in the Pentagon Jail.

The Pentagon Jail

Take Cynna Stone with you to the Pentagon jail. If, for some reason, you have sent her away, go back to the Interface and get her before returning.

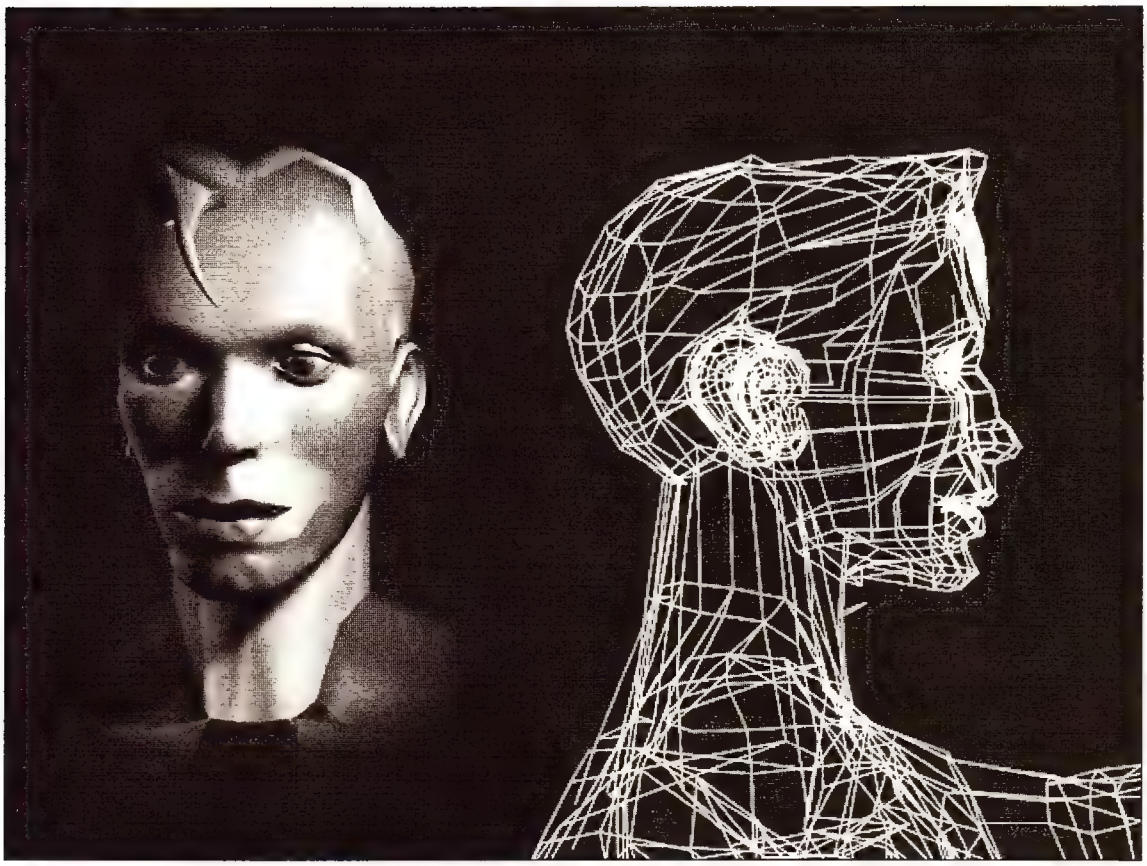
When you enter the jail area, you find Steele Jack guarding Deepthroat, who is locked in a cell.

Steele Jack is a combat cyborg with very little sense of humor. Though he has no reason to think that you are here without authorization, he doesn't let you get too close to his prisoner and isn't about to let you take him away. Obviously, it would be foolish to try to attack the heavily armored cyborg.

However, Jack's augmentation is also his Achilles heel. The EMP grenade Cynna carries can be used to scramble Jack's circuitry, rendering him immobile. Then, all you need to deal with is opening the door to the jail cell.

Again, Cynna can make short work of the cell door. Simply have her use micro explosives on the door. Cynna turns them into slag in no time, freeing Deepthroat.

At this point, you make arrangements to meet back at the resistance headquarters.



CFF Datafile

Jeremy Verdi

Jeremy Verdi is one of the most talented programmers in the country. Originally trained by his father, one of the Solux's Technopriests, Verdi was considered a prime candidate for the priesthood. However, when his father wound up on the wrong end of a doctrinal dispute within his sect and was killed, young Jeremy went underground.

Contacted by the CFF in 89, he was most willing to work against the power of the Hand.

His learning rate is incredible. Jeremy wrote the majority of the ICE that protects the Resistance communication lines from government intrusion.

Verdi is one of our most valuable assets and should be protected as such.

Back at the Embassy

When you get back to the CFF headquarters, you find that Deepthroat has arrived before you and that he, Katerina, and Jeremy have already been engaged in deep discussions about the Hell algorithm. They think that destroying Hell might be possible at this point, but that it would require a combination of physical and coding components. First, a crash virus must be designed for the Hell structure. This "Hell Bug" will be very hard to make and may require some time to design. Secondly, the bug must be booted on the main terminal of the Hell system. And, finally, Satan, ruler of hell, must be defeated before the Hell Bug can take effect. Defeating Satan will probably require a special algorithm, but Verdi does not have enough information to program it yet.

Another problem is that Deepthroat doesn't know the location of the main terminal. His only contact with that location has been via pneumatic message tubes, which he would simply address *Miraculum Sepulcrum*. He does know, however, that the room is heavily guarded.

The Senator orders Verdi and company to design the bug. In the meantime, she wants to try to rescue the last group of CFF prisoners from Hell. Brett Carew, Walker Dash, and Randal Singh remain in Hell, and it would be wise to get them out as soon as possible, before the Hell team realizes that the other CFF members have been freed.

Analysis indicates that the most effective use of your time is to first get the information needed to build the routine to defeat Satan. This is actually a fairly complicated process, since the information required is being held by Massimo Eddie and reaching him involves a rather long path. Therefore, you must move as rapidly as possible, because time is of the essence.

Getting the Satan Routine

Obtaining the information you need from Massimo Eddie promises to be a fairly complicated path. The first damned men is being held in a

mansion located somewhere near the Arlington subway stop. However, the exact address is a carefully guarded government secret. Further, he is heavily guarded, and quite frankly, the Hand would rather have him dead than in the wrong hands. Therefore, you can't just blast your way in to question him. The best approach is to enlist the help of a psionic. And there's no better place to start your recruitment for psionic aid than the Psionic League.

The Psionic League

The headquarters of the Psionic League, the group of mutants who use their powers to better the human race, is located near the Georgetown subway stop. You can find out about the human race from Oscar Drexler or Mouchoir's Computer.

Inside the League building, various psionics practice their skills. You need to talk with the leader, Columbus Spatola.

Unfortunately, Columbus is unable able to provide you with his direct assistance. However, he tells you that there is a street Psi by the name of Splits Magnola who is something of a Psionic mercenary, and if you can get something on Splits, he may agree to assist you in your task.

Columbus is willing to help you get something on Splits, but first you have to do something for him, Columbus. After all, biz is biz.

The evil opposite of the Psionic League is a group called the Menials. The Menials use their powers for dark and evil purposes. Right now, they are hooked up with an American Indian crime organization, the Ghost Dancers, and are gathering Empathic Resonances.

You know something about the empathics trade. Empathic resonance users suck the emotions of others into themselves. Strong emotions are the best: lust, joy, hate, anger, and fear are highly sought after. The best emotional resonances are gathered by taking them from unmedicated mental patients. This process, which requires a trained psionic and a device called a collector, causes even more damage to the poor victims, leaving their mind a complete wasteland.

Columbus knows that the Menials have been gathering resonances from somewhere, but he doesn't know where. He does, however, know the location of their Chinatown headquarters.

Spatula's assistant, Suzy Toast, wants you to bring a collector to him. Suzy can then rig the collector to become something of a psychic bomb. Then, you will return the rigged collector to where ever they are collecting the resonances. Columbus believes the contaminated collector will cause the evil practice to shut down.

Menials Headquarters

You approach the Menials HQ with a cover story about being dealers in empathic resonances interested in making a buy for your syndicate. With your years of service with the ARC, you are used to working undercover on the spur of the moment.

The Menial on duty at the headquarters, Mick, accepts your story at face value, probably due, in part, to the fact that he is unbelievably drunk on Ausgezeichnet Alt Brau, the beer of preference among the Menials.

He tells you about the Asylum, where the Menials collect their resonances, which is located in Foggy Bottom.

When you arrive at Foggy Bottom, you spot a collector sitting on a table in easy reach. However, Mick will not let you take the collector. Even though he is drunk, you can see by the ease with which he telekinetically lifts beers out of the refrigerator that it would be unwise to attack him. Instead, it is much better for you to examine the whole operation and find a weak link.

The Asylum

At the Asylum, you meet Phyllis Dancing-Till-Daybreak, the Ghost Dancer who runs the resonance collecting operation. You also meet Clap, her Menial assistant.

Clap and Phyllis accept your cover story and invite you to look around their operation. Clap also warns you about trying to burn them. He tells you about the last guy who tried to rip them off, Splits Magnola, and the fact that they are about to kill him at a speakeasy called Fitzgerald's.

You never let on that Splits is your real goal. Instead, you tour the institution.

Back in the "working room," two Menials basically mentally rape a pair of insane women. To get the best resonances, the two Menials use their psychic powers to force the women to relive the most emotional and often most painful experiences of their lives.

You leave sickened. This must be stopped at all costs.

Fitzgerald's Speakeasy

Fitzgerald's is located in Capitol South.

When you get there, you find Splits sitting on a stool at the end of the bar, along with a few other patrons who are watching illegal wrestling on the TV above the bar.

Talking to Splits reveals that he is fully aware that there is an assassin in the room. He even points the man, Milwaukee Jack, out to you. The problem is, he can't do anything about it without tipping Jack's hand. Splits asks you to do is create a distraction that will allow him to get the drop on Jack.

Examining the room for a second, what would create the best distraction you realize. Casually, you approach the bar, pick up the empty bottle of Tiger's Eye Ale you find laying there, and hurl it through the video screen.

This creates a general pandemonium among the bar patrons, giving Splits the opening he needs. He levitate the bar's shotgun off the wall and uses it to kill Jack.

Once the bar calms down, you can convince Splits to join you.

Before you leave the bar, take a bottle of Ausgezeichnet with you.

Getting the Collector

Return now to the Menial's headquarters. Once you reach this destination, doctor the bottle of beer you brought from the speakeasy with the sleeping powder Scub Stevens carries. Then, when Mick isn't looking, put it in the refrigerator.

With this done, it is just a matter of time before he levitates the doctored bottle to his mouth and the potion knocks him out for the

long count. Take the collector and hurry back to the Psionic League before he has a chance to wake up and warn the rest of his gang.

Doctoring the Collector

At the Psionic League, give the collector to Suzy Toast. Ignore the reactions that Splits' presence cause. He has a long and checkered past with the Psionic League.

Suzy rigs a device called a cyber-fry to the collector. This device will do a great deal of damage to any psionic Menial who tries to pull a resonance, which should discourage them from engaging in their sorry little hobby again.

You are on the verge of shutting down this particular ring of bad guys.

Closing the Asylum

Go back to the Asylum and use the cyber-fry on the working Menials. This effectively trashes them and their expensive collectors, shutting down the operation. With their two psionic toadies out of commission, Phyllis and Clap know better than to mess with you.

Now, with your good deed for the day accomplished and a psionic working for you, it is time to find Massimo Eddie.

Office of Computerized Records

The Office of Computerized Records is located in the same Federal Triangle complex as the Transgressor's Office. As Deepthroat mentioned in one of his messages, this is the location where you will find Massimo Eddie's location.

Unfortunately, all you find are two workers, Mr. Calcutta and Ms. Stinson, who refuse to give you the location without a Transgressions clearance.

Thinking back to your experience with St. Mouchoir's computer, you remember that one of the options that was locked out by an unprompted code word was the Transgression's clearance. So, the problem involves finding the password.

However, you discover something while talking to Ms. Stinson that may be a clue to the code. She says the clearance has something to do with the shape that awaits all sinners.

It is time to return to St. Mouchoir's computer.

Getting the Credentials

At St. Mouchoir's computer, you re-open the Massimo Eddie file. Finally, it prompts you for the password.

A moment's thought should make the password obvious. All sinners, according to the government's way of thinking, end up dealing with Transgressions. And the one shape that is always associated with Transgressions is the shape represented by the name of their location: the triangle.

After entering *triangle* as the password, you get a downloaded set of Transgressions clearance specifications. Lay these down and let Sophia Bene work on them with her forging ability. She rapidly turns them into a Transgressions Clearance.

Massimo's Location

Back at the Bureau of Computerized Records, give the clearance to Mr. Calcutta. He then tells you that Massimo Eddie is being held at the old Lee mansion, right in the heart of Arlington National Cemetery.

Getting to Eddie

Learning where Eddie is being held was only half the battle, however. The next step is to actually get to Eddie. The Hand knows that Eddie is a potential security risk, and goes to great lengths to keep him secure.

The first barrier appears in the form of a pair of guards sitting in the entrance room to the mansion, playing cards, arguing and insulting each other. However, as you approach, they grow more than attentive enough to make sure you don't get past them.

This is where Splits Magnola comes in. With his psionic talent, he raises the already high hostility level between the two guards. Finally,

they become enraged with one another and shoot each other. Now, you can get past them.

Nice Kitty

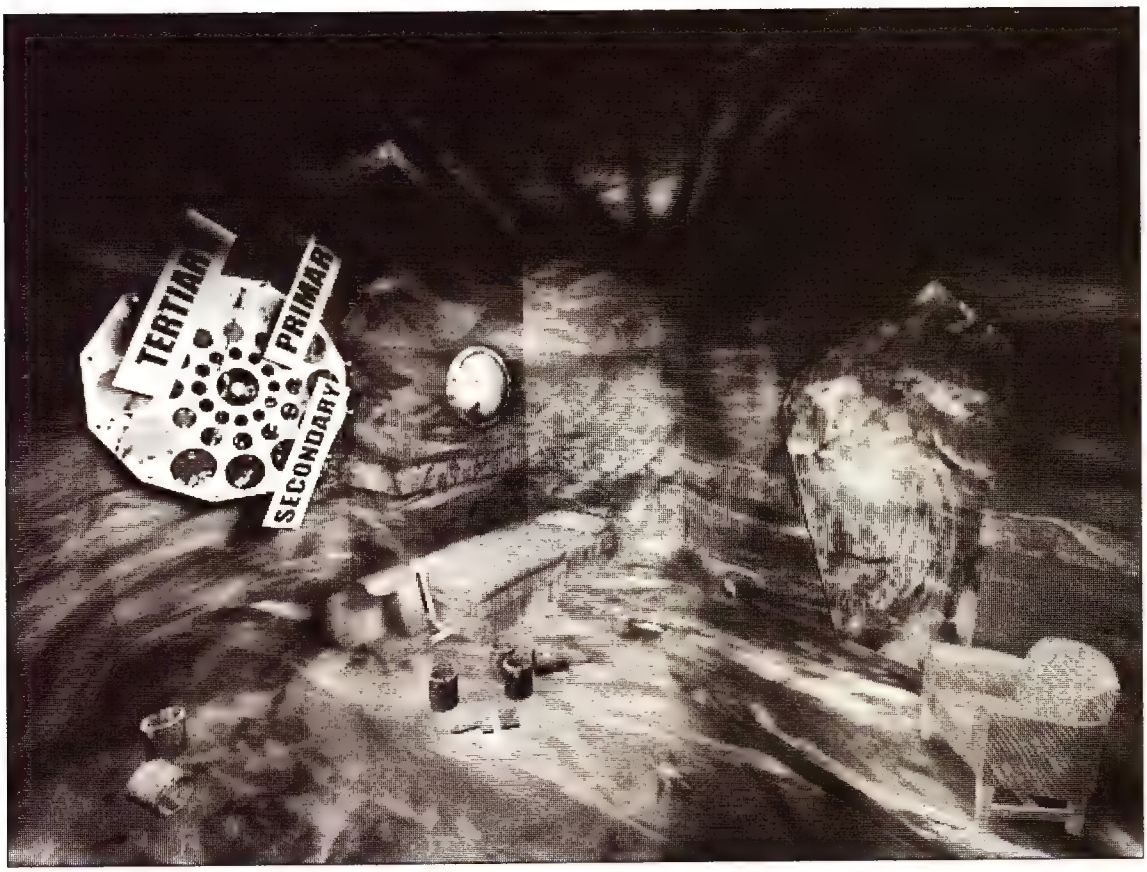
The next problem that stands between you and Massimo is a few hundred pounds of cybernetic panther chained right outside his door. The panther does not listen to excuses and has been trained to not eat tainted food or drink tainted water.

The EMP grenade has already been used and would not work in this situation anyway, because the panther is shielded against such attacks.

However, electrical overload is still a real problem for the panther. Near the panther, there is a lamp and a bowl of water that has spilled, putting the cyberkitty in a dangerous puddle.

Use Mr. Beautiful's cue stick from his room in the Interface on the lamp. This will allow you to topple the lamp without getting close to the cyberpanther. The lamp will fall and shatter on the wet floor and will electrify the metallic panther.

Simply step past it into the demented world of Massimo Eddie.



Vidcast Speech

"...And in Hell there is no rest for the seekers of repentance. Their cries ring out in a ceaseless cacophony of pain and pleas, mixing together in unholy harmony and bouncing off the walls of ice and fire, reverberating until finally all of Hell is filled with the screaming symphony of the torture of lost souls, hard at their torment.

And then the other sounds, the undercurrents, join the main fugue. The cold and metallic laughter of the demons makes a low counterpoint, going straight to the organs of the damned and chilling the insides like ice just as the fires blister and crack the skin. The sound of the tortures themselves make the ears bleed. The scraping of bone on bone. Flesh peeling from the muscle.

These are the things I hear when I close my eyes. The things that I hear when others hear silence. The universe is pain. And screaming. And eternal torment. These are the things I hear...."

Getting Eddie's Input

Massimo Eddie's name alone is enough to conjure nightmares in small children. Massimo Eddie, the first damned man. The man possessed by the demons of a Hell reborn from myth, a hell as real as the demon on the corner.

You know, from Deepthroat, that Massimo Eddie was actually a beta tester with the Hell virtual team. Unfortunately, feedback from the buggy program destroyed parts of his mind. Now, he is "possessed" by subroutines in the software that have entered his mind and permanently reside there.

When you enter Massimo's room, you note that every available surface has been painted with a strange and disturbing ongoing work of Massimo's. Standing in the center of it all, brush still in hand, is Massimo Eddie himself.

Eddie is covered in paint, and just one look in his eyes is enough to tell even the most cynical that Massimo knows the answers to questions that the sane are afraid to even ask.

Massimo, fighting his demons the whole way, finally manages to write on a piece of paper an algorithm that he knows from his close contact with Hell. While the programming shorthand means nothing to you, you know that it will be significant to Verdi and Meaculp.

Also in the room is a color wheel. If you experience an overwhelming urge to go to the track and bet the races, this wheel is important. The code to figuring out the winning horses is in the color of their silks. Horses with two primary colors will come in first, two secondary colors will place, and those horses with two tertiary colors will show.

Eddie doesn't want to go with you, for that would mean leaving the artwork he is producing on the walls of the room. For Eddie, it matters not where his body resides for his torture travels with him.

The Final Run

When you return to CFF headquarters, it is time to prepare for the final run on Hell.

First, give the note from Massimo to Verdi. After looking at it, he decides he can come up with a program that will allow you to defeat Satan using the information on the note.

The Hell Steel Mill

Brett Carew is being held in the Hell Steel Mill. In the Mill, Carew is hooked to a piece of equipment that occasionally pours molten metal over her body. Then, after giving her body just enough time to almost heal, it repeats the process. A complicated series of gears controls the timing of this device.

Getting Carew out is as simple as sticking the steel rod you obtained in the Zoo into the gear assembly. This causes the gears to stick and Carew to be freed.

Next, it is off to the Desert to free Walker Dash.

Hell's Desert

Walker Dash is in a most uncomfortable situation—buried up to his neck in the burning sands of Hell's Desert. His head is in a bucket. Above him is a large container of water, and from it hangs a cord that he can pull with his teeth.

The problem is, Dash is dying of thirst. Cool water is only a pull of the cord away. But if he pulls the cord, the water will fall from the tank above him and fill the bucket around his head, drowning him.

To make the process complete, Atroxias, a hideous demon with no skin, sits in the shade of an umbrella nearby, drinking various cool drinks and recounting the fine taste of each.

The way to get Dash out is to use the drill from the Dentist's Office on the bucket surrounding his head. This releases the water when it falls, allowing Dash to drink without drowning him. When he drinks, the program is unlocked and his body is freed.

School's Out

The last CFF member on this run, Randal Singh, is located in Hell's Schoolroom. This room is a torture chamber disguised as a school house. Singh stands chained to a school chair. Not only is his body subjected to constant torture, but he must also deal with the annoying abuse of Mr. Maledictum, the demon who acts as a twisted "school master".

When you enter, Singh and Maledictum are engaged in an ongoing dialogue concerning various school matters, including Maledictum torturing Singh for not knowing the capitol of South Dakota.

If you try to free Singh, Maledictum forces you to take a quiz, and the penalty for failure is that both of you must stay in Hell along with Singh. Though. In actuality the demon doesn't follow through with the threat.

The quiz consists of three questions. Each question involves deciphering a phrase that has been broken into a numerical code. You must break the code and write your answer on the quiz sheet.

For someone of your ability, the code is absurdly simple. The first letter of the answer is given the base of 1. Then each letter after that is expressed as an offset of the initial letter. For example, the word Hell would be 1,-3,+4,+4. The only hard part about this code is that you need to first determine the base letter.

When you work out the answers, you find they represent state capitols. They are, in order:

Des Moines, Iowa

Little Rock, Arkansas

Helena, Montana

When you finish the last question, Singh is freed.

If you have not yet been able to finish the Music Room puzzle, look at the musical staff on the board and return to the Music Room to finish it.

Fighting the Demon Lords

To reach the battle with Satan that is required to crash Hell, you must first defeat the three demon lords. Now that all of the Hell Pits under their domains have been unlocked, you can attack these arch-demons.

The order in which you fight them is irrelevant.

You can confront and battle a major demon after you have rescue each CFF prisoner held in that demon's lairs. When all the prisoners are free, the major demon's throne room will appear as a destination on Charon's menu.

Beelzebub

Beelzebub manifests in his throne room as giant fly-like Hell insect. At the moment, he is busy draining one of the victims that hang from the ceiling by webs.

The problem with fighting Beelzebub is that when he is damaged, he breaks into a thousand flies until he can regenerate. Then, his body come back together, and he continues his assault on you.

When you first walk into the spider's lair, Jeremy Verdi, at great personal risk, punches through to you with a message. He explains to you the nature of the demon, and tells you that you must come up with some way to stop it.

The way to destroy it has already presented itself. Simply use the tar bucket that Gack used to flavor his sandwiches. Spread the tar on the floor, making a giant patch of fly paper. Then, when the demon breaks up, the individual flies will be caught in the tar, allowing you plenty of time to make sure the demon stays dead. Take a piece of Beelzebub's wing with you.

Killing Mephisto

Before going to fight Mephistopheles, make sure you have the beer mug that you used to give Gack the acid. Go back to Mr. Beautiful's Hell Pit and refill it from the acid vats there.

The demon Mephistopheles, fondly known to the other demons as Mephisto, designs the tortures in Hell and the logic by which they work. In reality, Mephisto is the lead designer for the Hell team.

Unfortunately, you never get to meet him in any form but his hellish manifestation.

When you enter Mephisto's Throne Room, you spot him high up on a throne. He wears a great suit of armor.

Jeremy Verdi breaks though and tells you that the armor is a real problem. It is tougher than any of the weapons you carry. You must find some way to soup up one of your weapons before you can punch through the armor to the relatively tender demon underneath.

This is accomplished with the acid. Pour the acid on one of your hell blades. This gives it enough power to eat through the armor and then your weapon can kill Mephisto. Take Mephisto's hand with you when you go.

Belial

Belial is a great demon of unbelievable power. It is fairly obvious that if he gets his hands on you, you're history.

Jeremy Verdi has analyzed Belial's Throne Room and found that there is a gap in the programming. He highlights this gap for you. What you must do with this gap, however, he doesn't know.

However, my more powerful algorithms, combined with predictions from psionic informants, indicate that you will need to place explosives on this spot. When you do, it causes the edge of the chasm running through this room to collapse. When it does, Belial falls into the chasm, hurling him down to his death.

Get Beltial's medalion before continuing.

Cerberus

As Deepthroat explained to you, the hell-hound Cerberus guards the way to Satan's gate. Only the major demons, Delial, Beelzebub, and Mephisto are permitted by Cerberus to pass. Even then, Cerberus must detect that the three of them are present at the same time. Like any hound, Cerberus relies upon its sense of smell and will detect the scent of Belial, Beelzebub, and Mephisto.

You must have the medal Belial wears about his neck, Beelzebub's wing, and Mephisto's hand in order for Cerberus to allow you to pass.

You can obtain these items only after defeating the major demons in combat.

Back to the Resistance

Before you go to fight Satan, return to the Resistance headquarters to ensure that Jeremy Verdi knows that you are ready to go. He then slots the hunter/killer code he has created from the algorithm that Massimo Eddy gave you. Once this code is jacked into the matrix, you are ready to fight Satan, which will also free the final CFF hostage, Townson Ellers.

Getting In

Satan's Throne Room, unlike those of the other arch-demons, is a two-stage affair. The first stage involves getting past the entrance gate.

As you approach the entrance gate, you startle a demon painting graffiti on the wall, and he runs off. The freshly painted letters *G-O* are on the wall.

Now, you recall the message you got from the deciphered tape that popped out of Mr. Beautiful.

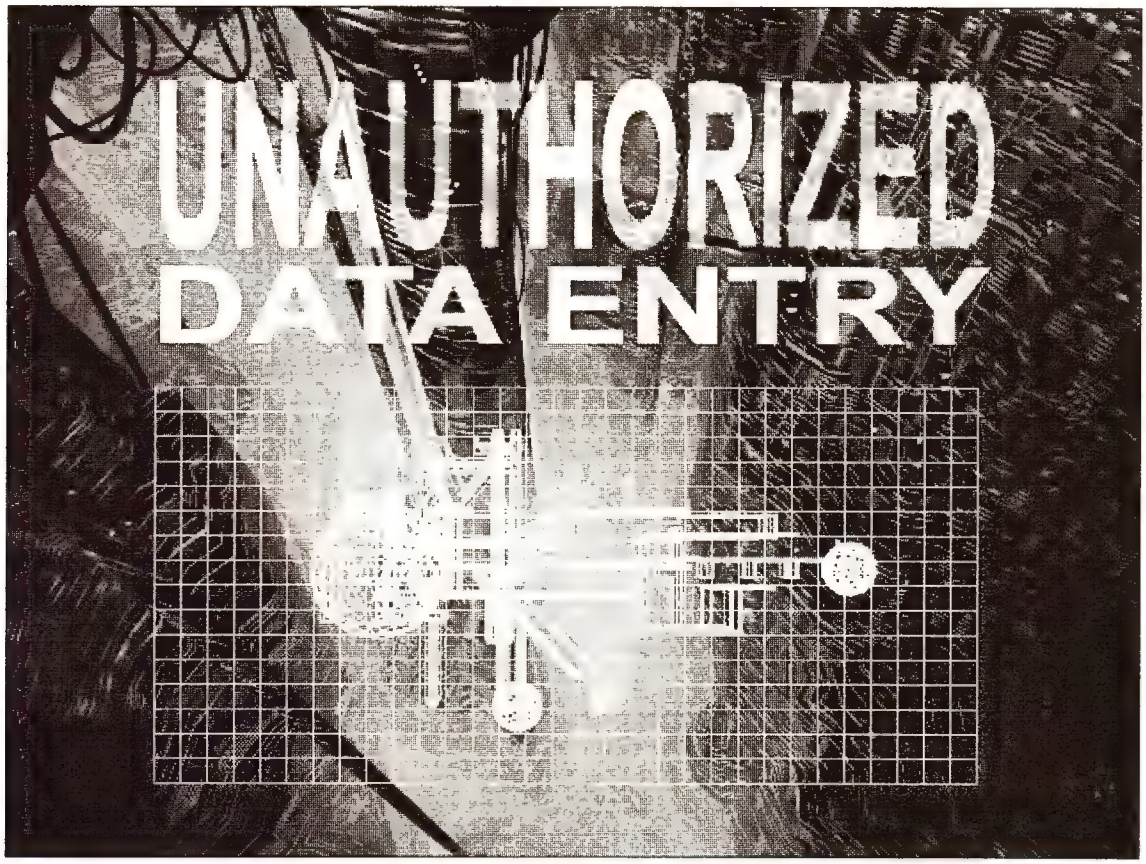
Indeed, when you use the paint brush left lying on the ground and scrawl the graffiti *God is Dead* on the skulls beside the gate, the locks open, and you are ready to face Satan.

Fighting Satan

Since you have already done your homework by getting Verdi to prepare his programming tricks, fighting Satan is just a matter of going through the motions.

However, as you engage in a bit of pre-mauling banter, you uncover an important fact: Satan is just the jacked-in representation of Solene Solux.

You leave Satan in small, easily digested pieces.



Hell Bug Viral Destruction Code➢SortedArray Setup

```
...
virtual hashValeType hashVale()const;
virtual classType isA()const {return__firstUserClass;}
virtual int isEqual( const Object& testObject)const
{if {stricrm ( ((TlogEntry&)testObject).HellPar,
HellPar )0)
return 1;
else return 0;
}
virtual char *nameOf()const {return "TlogEntry";}
```

. . .

[End Command Notes]

The Bug Sequence

With all the demons of Hell defeated, it is time for the physical destruction of Hell.

Jeremy informs you that he is at a point in the bug research where he must manually insert a person into the Hell file server. He has created a computer algorithm out of an imprint of a psionic (the handy Splits Magnolia). The program should give him the defensive structure of Hell. However, someone needs to reach the file server to get a good take with the program. This means someone must now use the program while riding on Charon's boat.

Your partner agrees to jack in and perform the task.

A few tense moments later, you all watch the monitors in the command center, which display the view your partner is capturing while positioned at the front of Charon's raft. You look across the room and see your partner's body strapped to a chair with the psychopomp on his or her head.

The ride gets rougher and rougher, and through the small speaker under the screen your partner gives a running report. Jeremy Verdi nervously watches his dials, waiting to verify that they have obtained all the data needed.

The ride gets rougher and rougher, finally crashing through a wall of Hell and directly into the code itself, a void filled with the abstractions of mathematical formulae. Then Charon's boat explodes. Your partner screams.

You run over to the chair as Verdi feverishly works his control console. After a few moments, Verdi gives a little whoop and with a big grin says that the probe got enough.

You just stare at the flat line on the heart monitor hooked up to your partner's lifeless body.

Solene Solux *will* die.

Running the Pentagon

After a few days of trying to put your tattered body and soul back together, you must now get ready to run the Pentagon. All is ready. The bug is prepared. The only remaining challenge is getting in.

Expending some human resources, the CFF has determined that the Hell computer room is really located in a secret complex located at the end of a concealed tunnel that runs through the Pentagon Chapel. You must find the way in.

However, before you do, you need to disable the guards in the room. Senator Burr isn't sure how to do that, but she tells you they have figured out the location of the Pentagon's central delivery room to which all the pneumatic tubes lead. That may help you in some way.

You leave without much comment. You have a job to do.

The Tube Delivery Room

Your first move should be to go to the tube delivery room and get the extra tube you find lying on the floor there. Put Cynna Stone's gas bomb in it. Then give it to the dispatcher in the tube delivery room. Tell her to send it to Miraculum Sepulcrum. That should be enough to take care of the guards.

The Chapel

Looking around the Chapel, you realize that unless you knew better, you would never suspect that a secret door existed in this room. There must be a way to open the door, but the only things in the room are the candles lining one wall, some pews, and an altar. A rapid check shows nothing unusual about the pews or altar, so that leaves the candles.

However, no matter how you look at the bases, you cannot seem to establish the link. You deduce that the much-used taper obviously exists for lighting the candles. Perhaps the key is to light the candles in a specific order.

However, with 10 candles, you could be here all day trying to figure out the correct lighting sequence. There must be a clue to the proper order, a list of numbers arranged in 1-10 sequence.

After a few moments thought, you remember the list of *Sententia* readings that you found at O'Connors' place. The chapter numbers seem to suggest just what you are looking for. If your intuition is right, the sequence should be: 6, 3, 1, 4, 7, 2, 5, 10, 8, 9.

When you light the candles in that sequence, the altar slides out and you find yourself facing—Solene Solux.

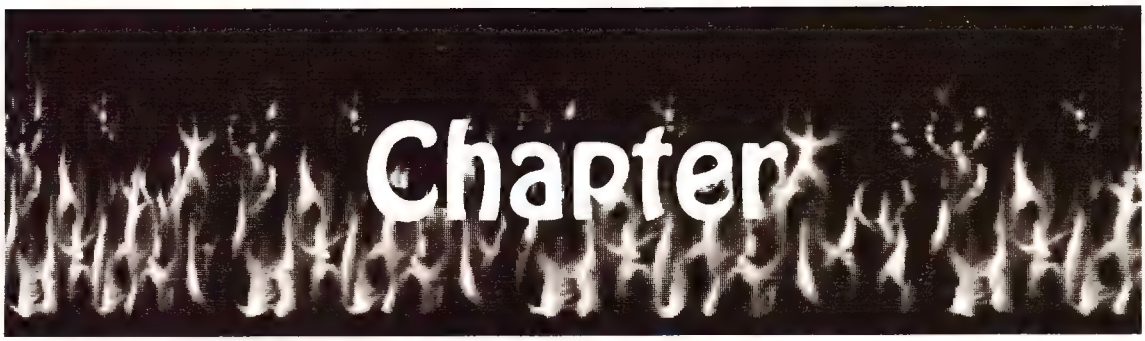
If this was a work of fiction or art, you would now experience a dramatic sense of climatic closure , but this is reality. After she threatens you briefly, you simply rip him apart—with your bare hands. When the Beast is finally dead, though you realize it cannot replace your partner, at least the promise of destruction has been fulfilled. And that is what partners are for.

The End

From this point forward, your journey is purely downhill. Step around the remains of the Imperator, go to the computer room at the other end of the hidden corridor, and slot the Hell Bug in the main terminal.

At the same time, a team led by Senator Burr breaks into the Voice of God Headquarters. The attack on Hell is being broadcast on the vidscreens throughout the entire nation. In short order, the bug does its ugly work, and the fabric of the Hell code disintegrates, leaving a useless bunch of hardware at the center of the Pentagon and an angry nation. Any person on the street would gladly kill Solux personally, if you hadn't already done the job.

The nightmare is over.



3

Condensed Briefing

Start Condensed Brief Sequence➢Code Block 4b

When you make it back to reality, you may experience notable gaps in your memory of this briefing. This is a normal side effect of the process. To get around this limitation, I will provide you with an outline of all the actions you can be expected to perform over the next week. All of this information from the briefing you have just received will now be condensed to its essential elements. This format should make it easier for you to recall and use this information when you need it.

A Brief View of the Initial Hours

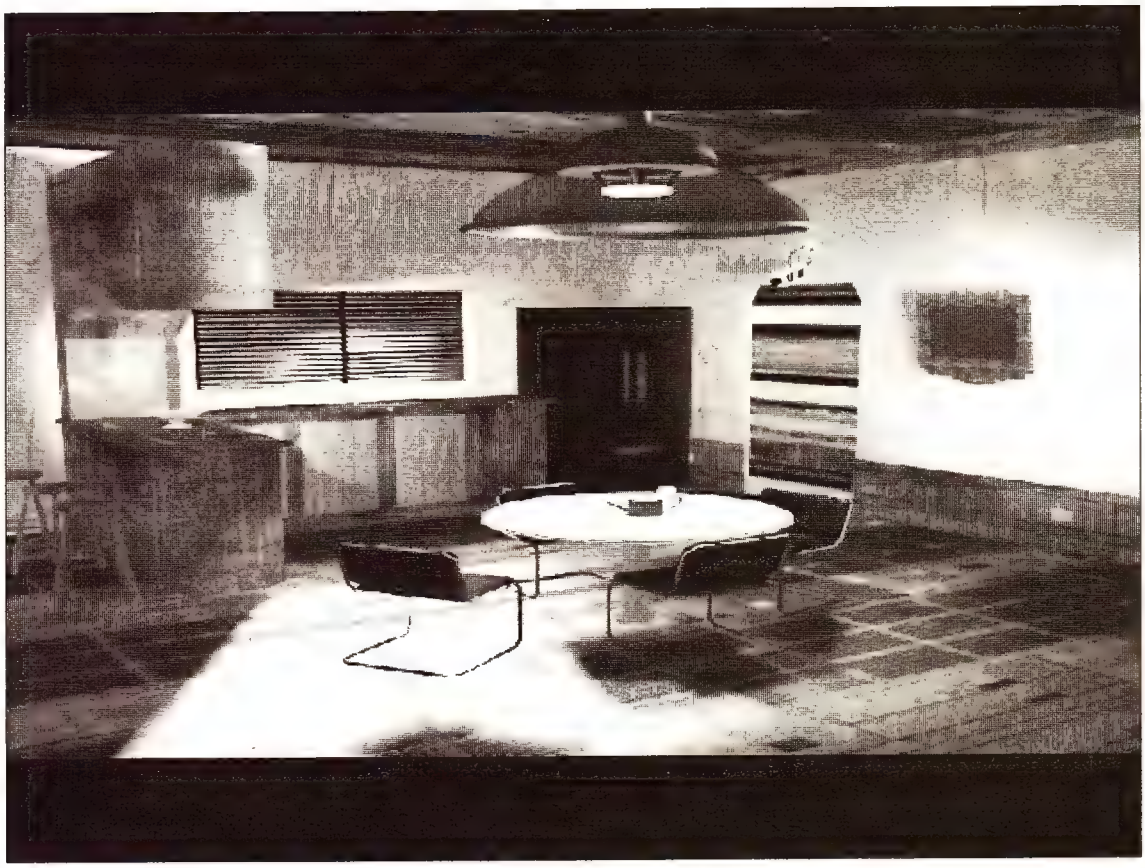
This section begins with a review of the people, places, and events you will experience during the first leg of your journey to Hell and back. Take special note of the clues provided, the objectives to be accomplished, and the advice given for each mission.

Dante's Apartment

Map Location: Union Station

Persons Present: Dante

Dante tells you about the existence of Aldous Xenon, a CFF contact located in Chinatown. Get the key to the apartment.

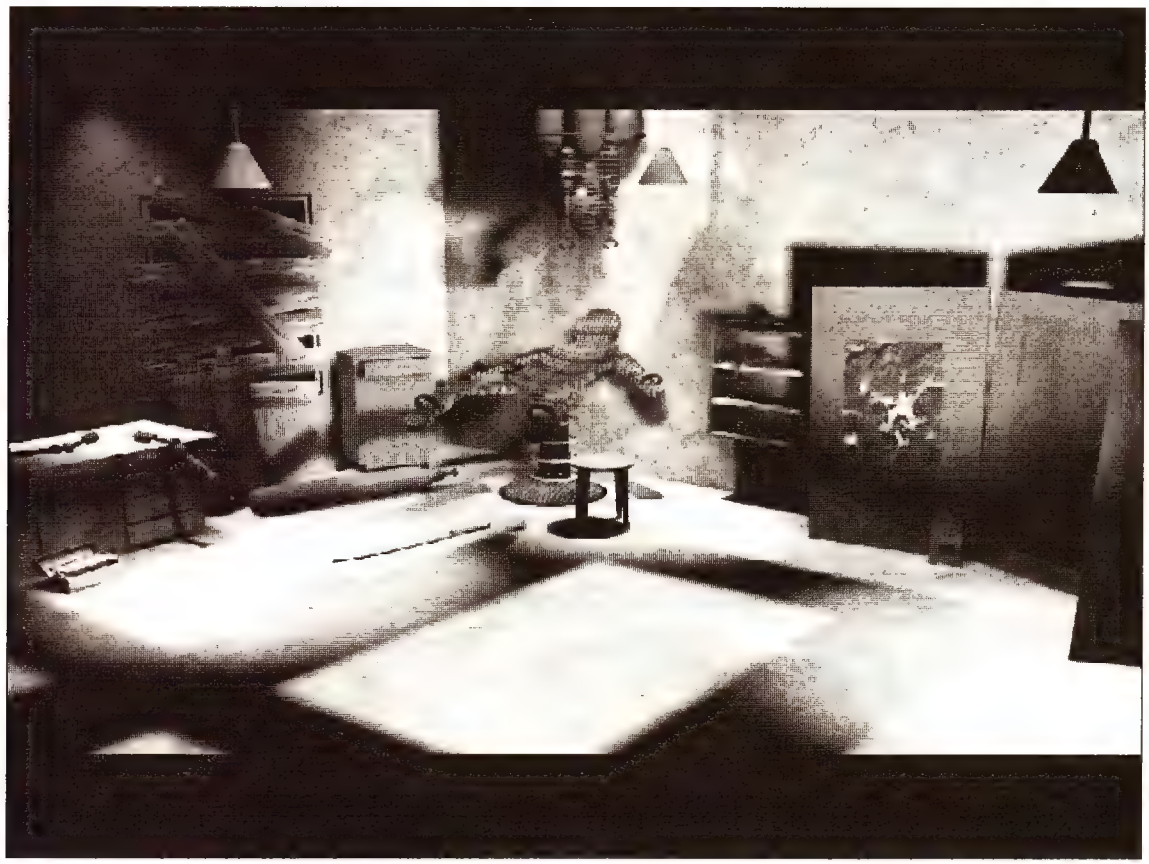


Captain Jersey's Kitchen

Map Location: Chinatown

Persons Present: Captain Jersey

Captain Jersey tells you about your patron demon Mr. Beautiful. He also tells you about the interface in Foggy Bottom, as well as Jean Saint Mouchoir's computer, where the list of people attacked by scrub teams is stored. The list is also next to the computer.



The Cybershop

Map Location: McPherson Square

Persons Present: Dr. Clean

Dr. Clean provides you with the lockpick implant. This is also where you pick up a coil of copper tubing that you will need later when dealing with the Deadly 7.

The Interface

Map Location: Foggy Bottom

Persons Present: Cynna Stone, Kween Chaos, Mindrunner, Open Soar, Scub Stevens, and Sophia Bene

Recruit Stone, Stevens, and Bene, who frequent The Interface. Chaos explains the process for summoning Beautiful. Mindrunner provides you with the clue about O'Leary speaking Latin.

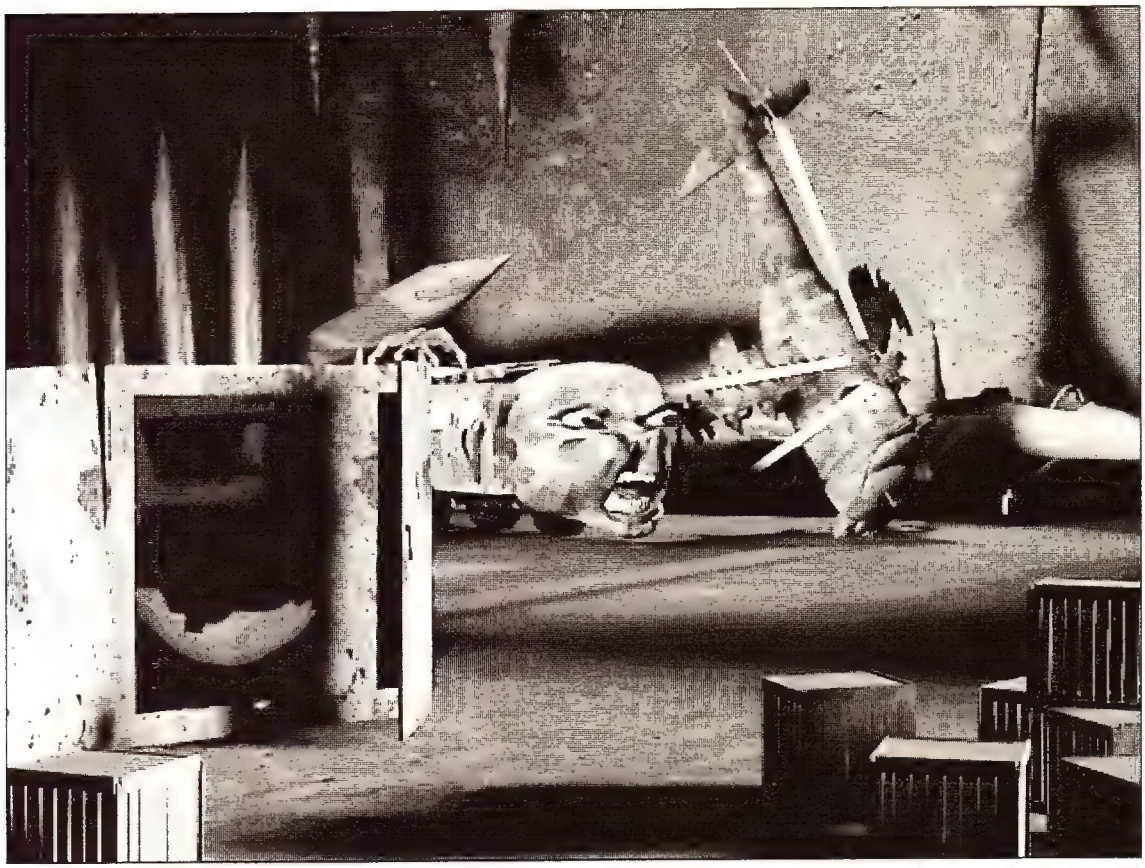
First Trip to Hell

Mr. Beautiful's Office

Map Location: In The Interface

Persons Present: Abonides, Mr. Beautiful

When given the code-word condemn, Abonides summons up Mr. Beautiful. Then, Beautiful recruits you for a mission to Hell in which you release the military command of the CFF from the grasp of Sanguinarius.

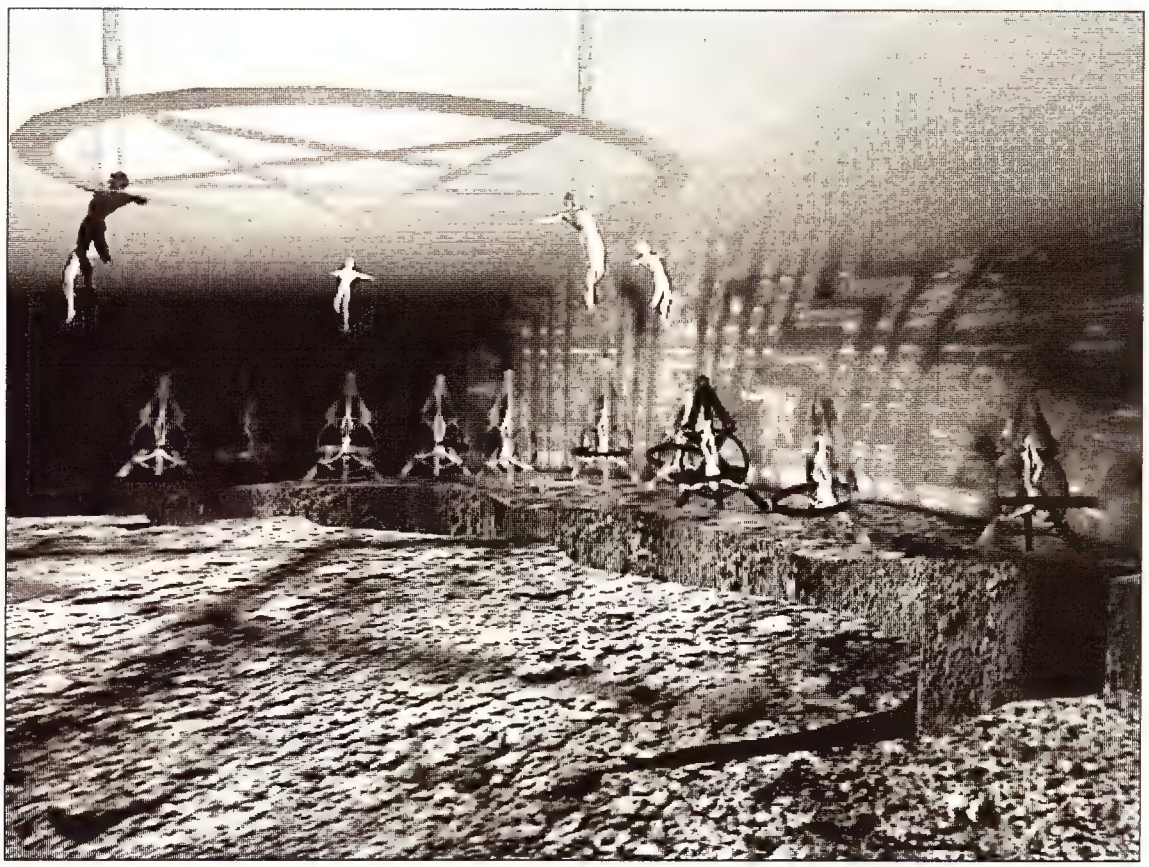


War Room (Sanguinarius' Hell Pit)

Map Location: In Hell

Persons Present: General Tantinger, Admiral Pike

Get the Hell weaponry–and yourself–out of this pit.



War Room 2

Map Location: In Hell

Persons Present: General Mangini, Sanguinarius

Defeat Sanguinarius in combat and this releases the captives. Talk to Mangini, who invites you to his office in the Pentagon.

Once this sequence is complete, you return to Beautiful's office to obtain information about the various demons.

General Mangini's Office

Map Location: Pentagon

Persons Present: Sanguinarius

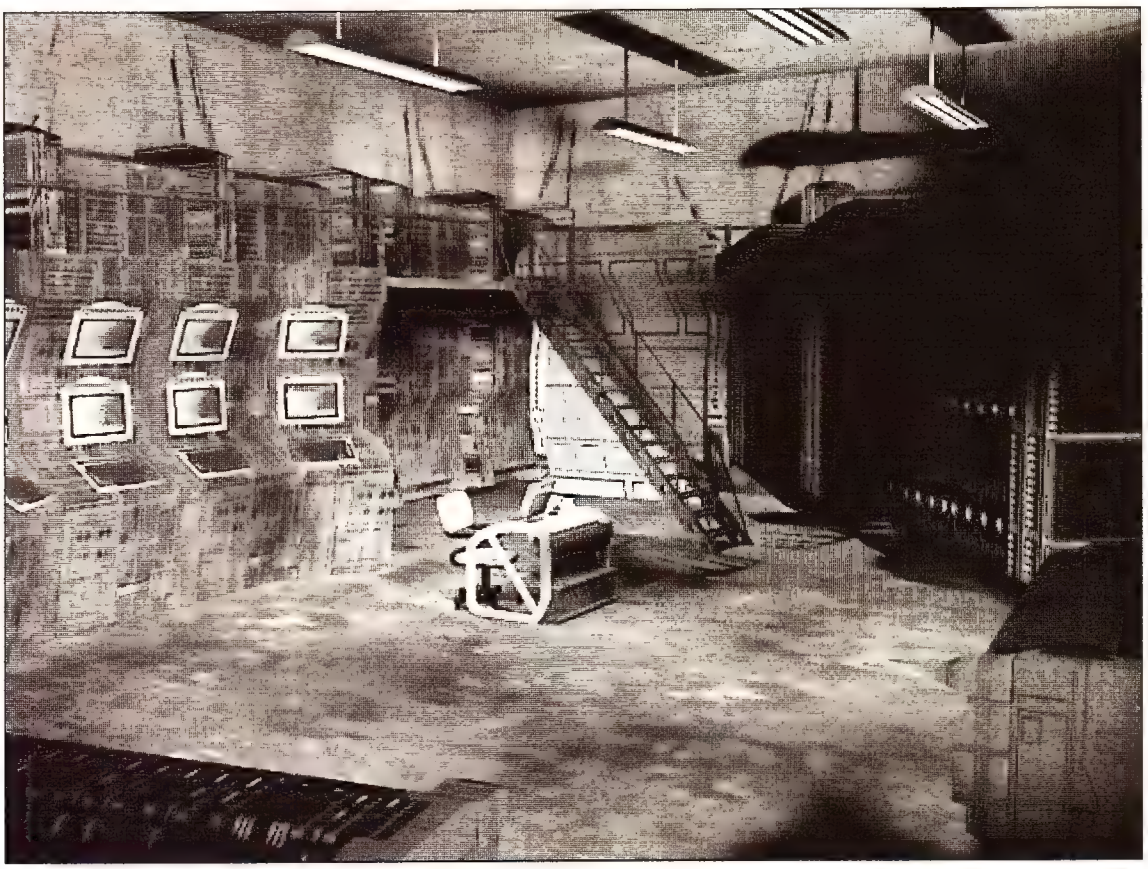
After getting information from Beautiful, travel to the Pentagon and go to General Mangini's office. Here, you meet Sanguinarius. Accept his offer to go to Hell.

Mr. Beautiful's Hell Pit

Map Location: Hell

Persons Present: Krystal Getty, Chamo, Carlos Portillo, Delmonico Fehrlingetti.

This mission takes you to Mr. Beautiful's Hell Pit. Get the beer mug and fill it with the acid. Then, cut Getty free with the hell blade.

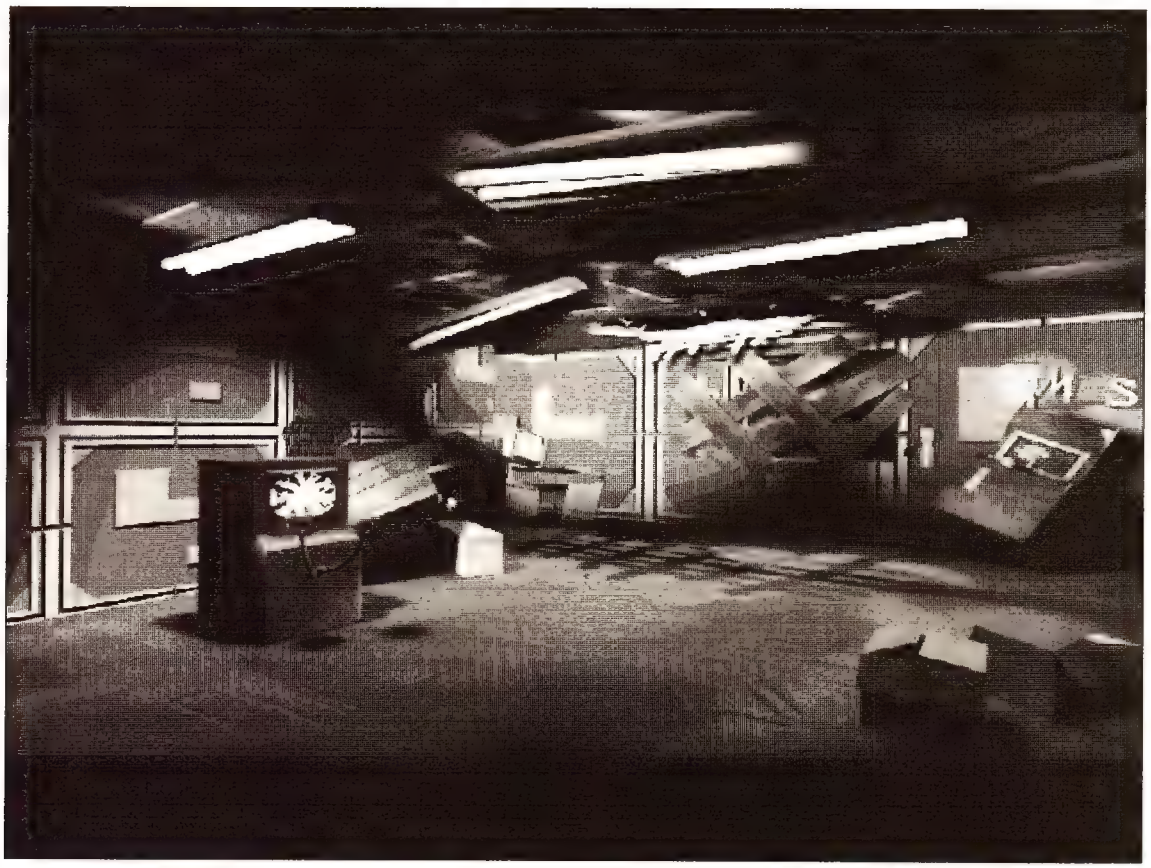


Nick Cannon's Office

Map Location: The Mall

Persons Present: Nick Cannon

Talk to Nick and find out about the Phreakbeats.

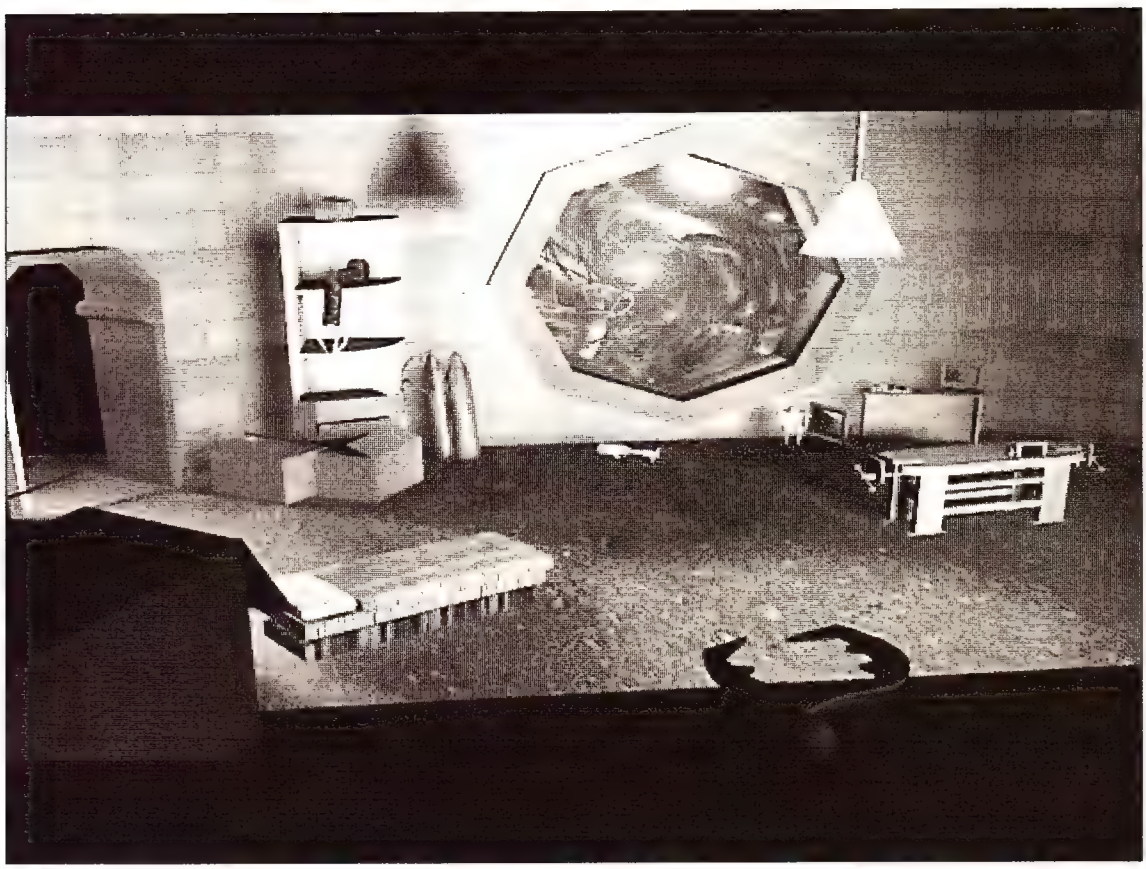


Phreakbeats Hangout

Map Location: Judiciary Square

Persons Present: Wicked Stick, Cyber Schmyber

Free Getty, then go to the Phreakbeats. Talk with Wicked Stick and Cyber Schmyber to obtain the location of Oscar Drexler. Get the fire extinguisher.

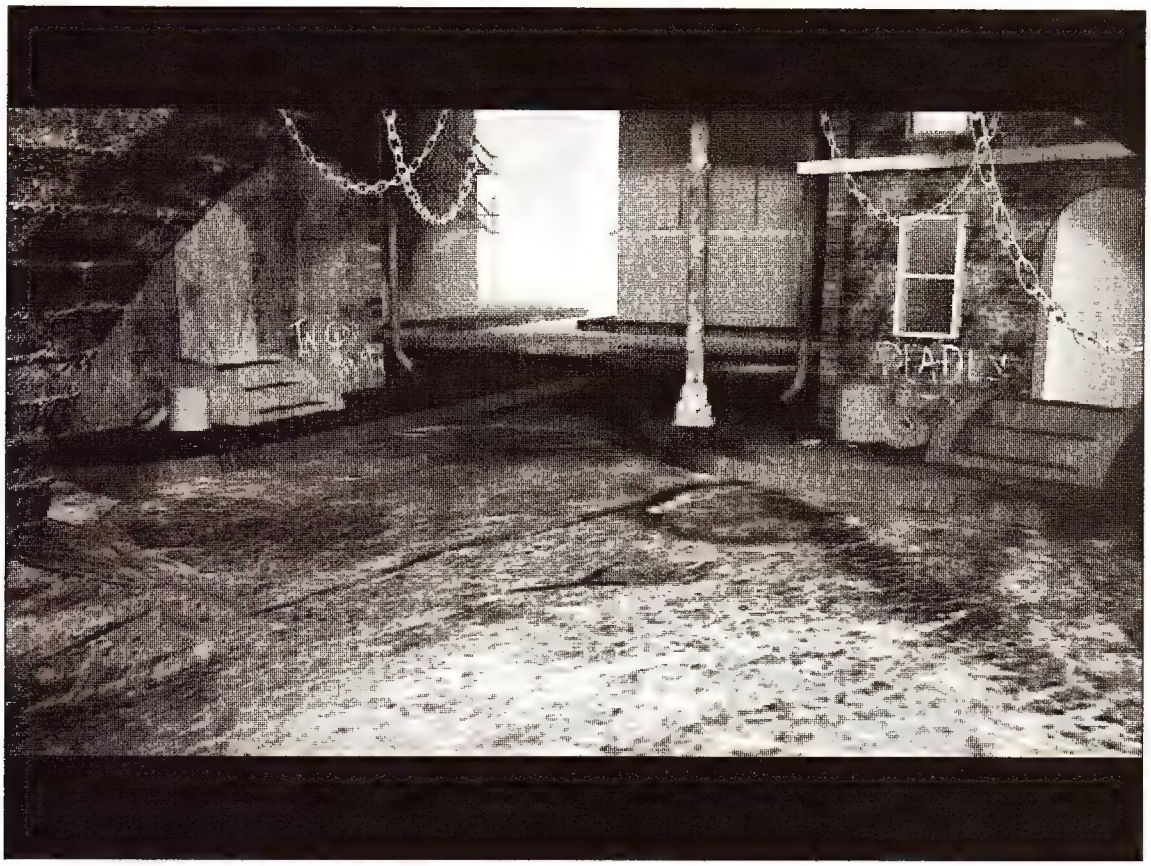


Oscar Drexler's Apartment

Map Location: Union Station

Persons Present: Oscar Drexler

Convince the old man to go to Dante's for safety.



Gang Alley

Map Location: McPhereson Square

Persons Present: Dolph Van Ittey, Blood McRath, Chastity Bene, Christopher Modesta

Talk to all the kids in the alley. Enter the Clean Machine clubhouse.

Clean Machine Clubhouse

Map Location: Through Gang Alley

Persons Present: Gracie Lovell, Drip

Talk to Gracie to reveal the situation between Temperance, Drip, and Electric Sex.

Pap Pap's Comix

Map Location: Gallery Place

Persons Present: Pap Pap John, Anna Mae

Talk to Anna Mae to learn about the computer situation. Use the password Imperator to gain access to the computer. Once the computer is fixed, get the comic books on disk from Anna Mae.

Clean Machine Meeting Room

Map Location: Through Clean Machine Clubhouse

Persons Present: Phrackie, Temperance Lector, Stephan Benevolus

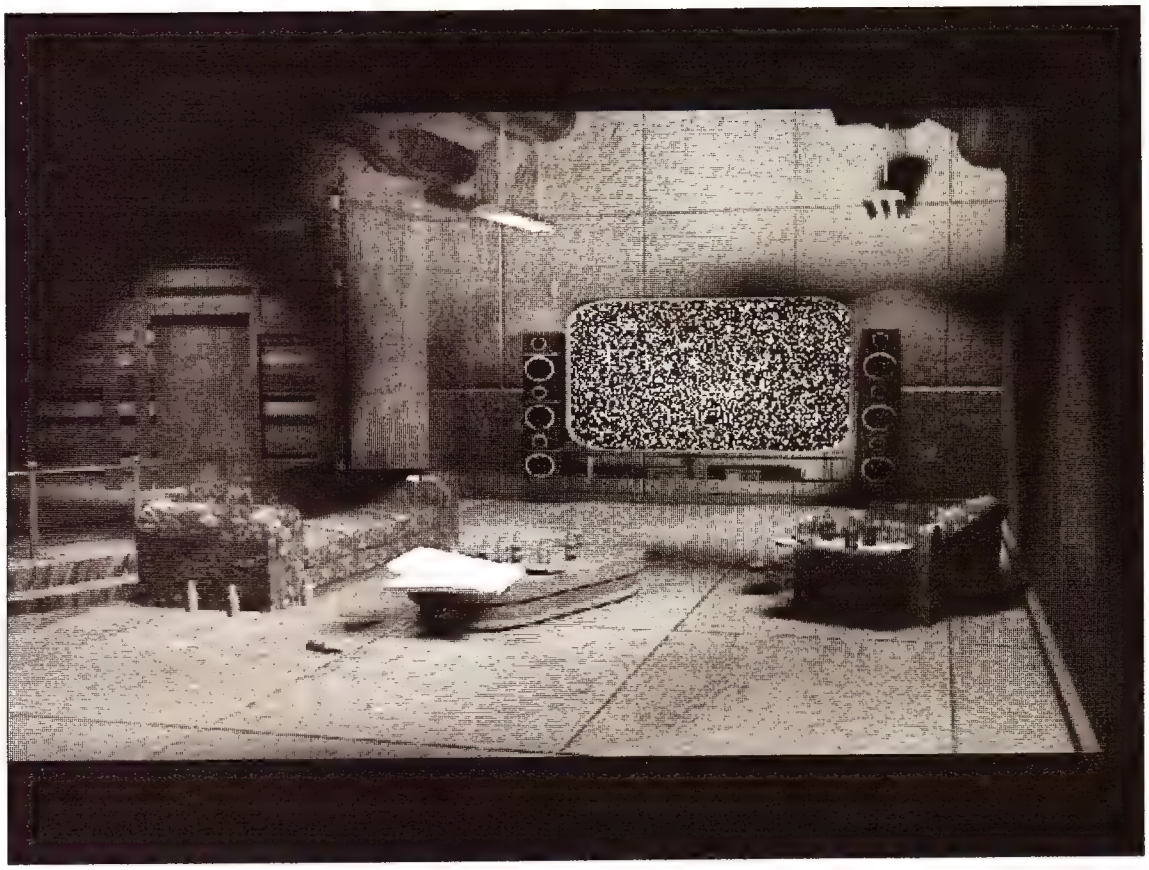
Give the comic books to Temperance, then talk to Phrackie. She gives you the $100,000 burned from Dick Covet's account.

Deadly 7 Clubhouse

Map Location: Through Gang Alley

Persons Present: Electric Sex, Laura Prophitt, Dick Covet

Go through Gang Alley and into the Deadly 7 Clubhouse. Once inside the clubhouse, ignore all of the people in the front room (for the moment) and go into the next room, the Deadly 7 Rec Room.



Deadly 7 Rec Room

Map Location: Through Deadly 7 Clubhouse

Persons Present: Barbara Bacchus, Languo

Have Scub Stevens construct a still from the items you got at New Corproeal Biologics and the copper tube. Give the resulting still to Languo, then return to the Deadly 7 Clubhouse.

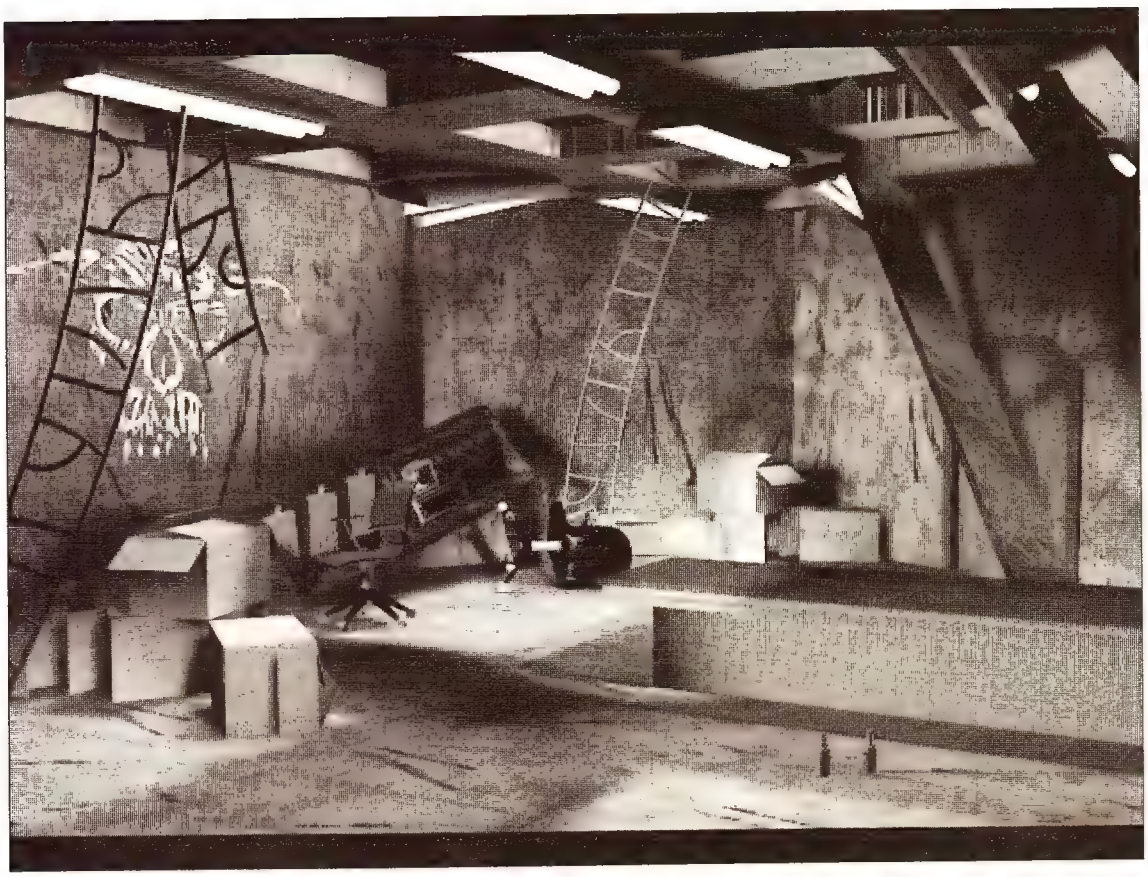
Return to the Club House and give the key to Dante's apartment to Electric Sex. She then tells you about the key to Dolph Van Ittey's computer. Go to Dolph's room.

Dolph Van Ittey's Room

Map Location: Through Deadly 7 Rec Room

Persons Present: None

Go to Dolph's computer and enter the password Bloodnet to access the needed information. Return to Gang Alley to speak with Christoper Modesta. This cracks the whole situation.

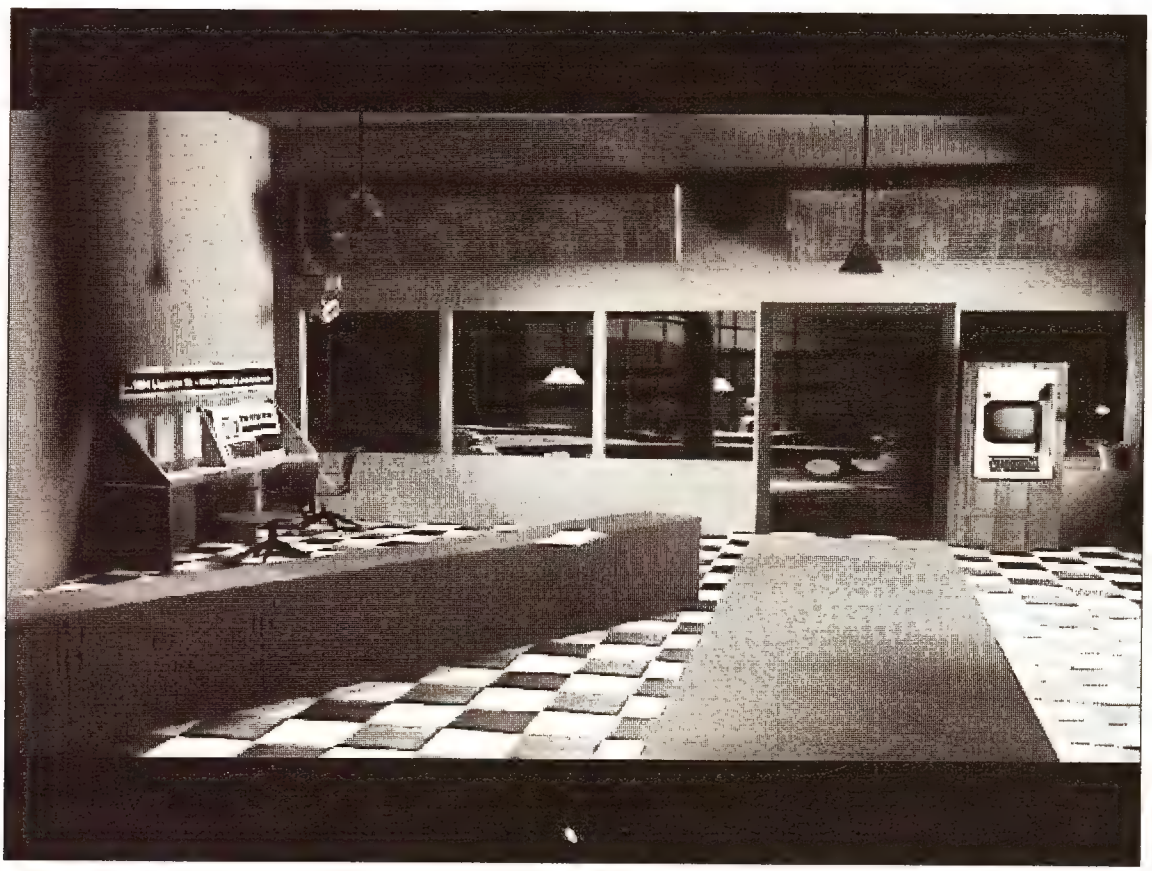


Aldous Xenon's Loft

Map Location: Chinatown

Persons Present: Aldous Xenon

Go to Aldous Xenon and get the homing device.



Garage Dispatcher's Office

Map Location: Pentagon

Persons Present: Dispatcher, Guard

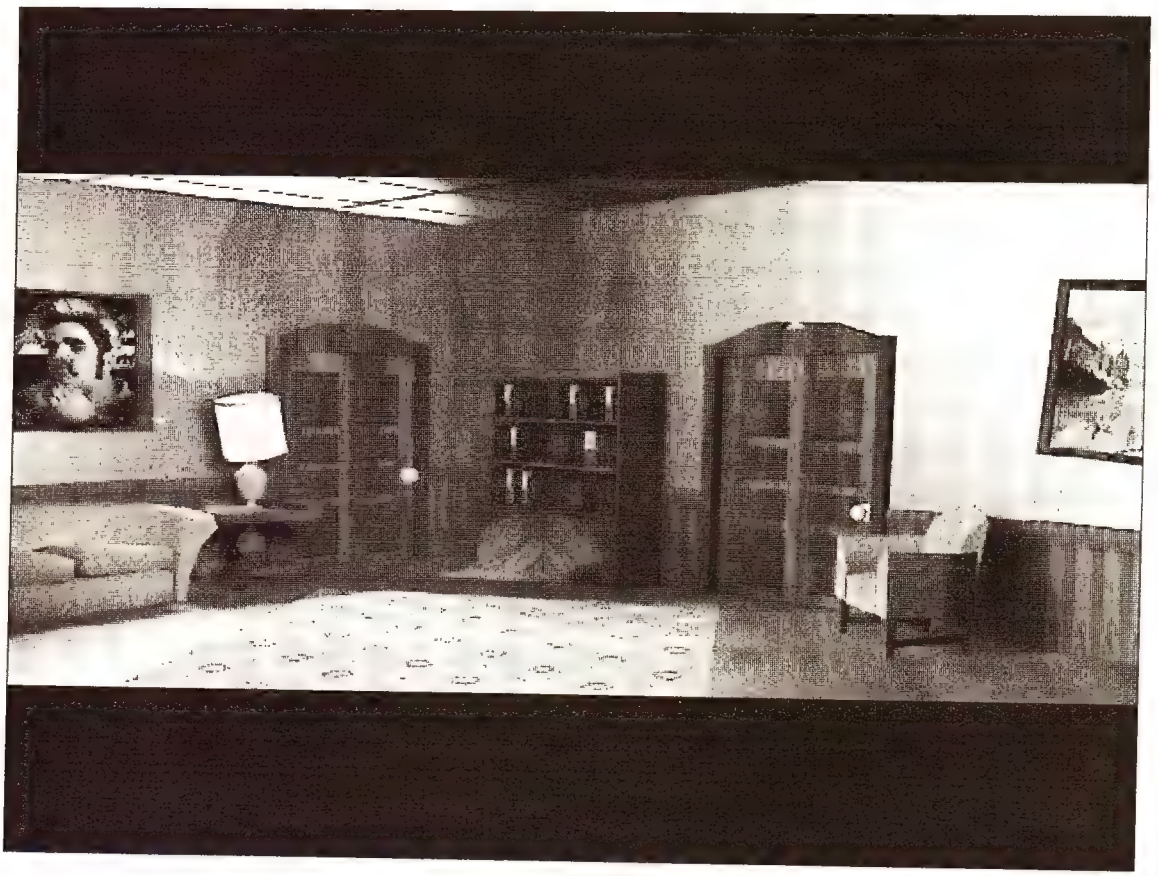
Use Sophia Bene's forgery skill to modify the Level four pass Bene carries with her. Show the resulting credentials to the guard, who then lets you enter the garage.

Pentagon Garage

Map Location: Through Dispatcher's Office

Persons Present: Jo Boyle

Talk to Boyle and look at her lunch box to get her name. Return to the Dispatcher's Office and have him page her, then come back to the garage area. Put the homing device on the limousine, then take the mechanic's creeper.

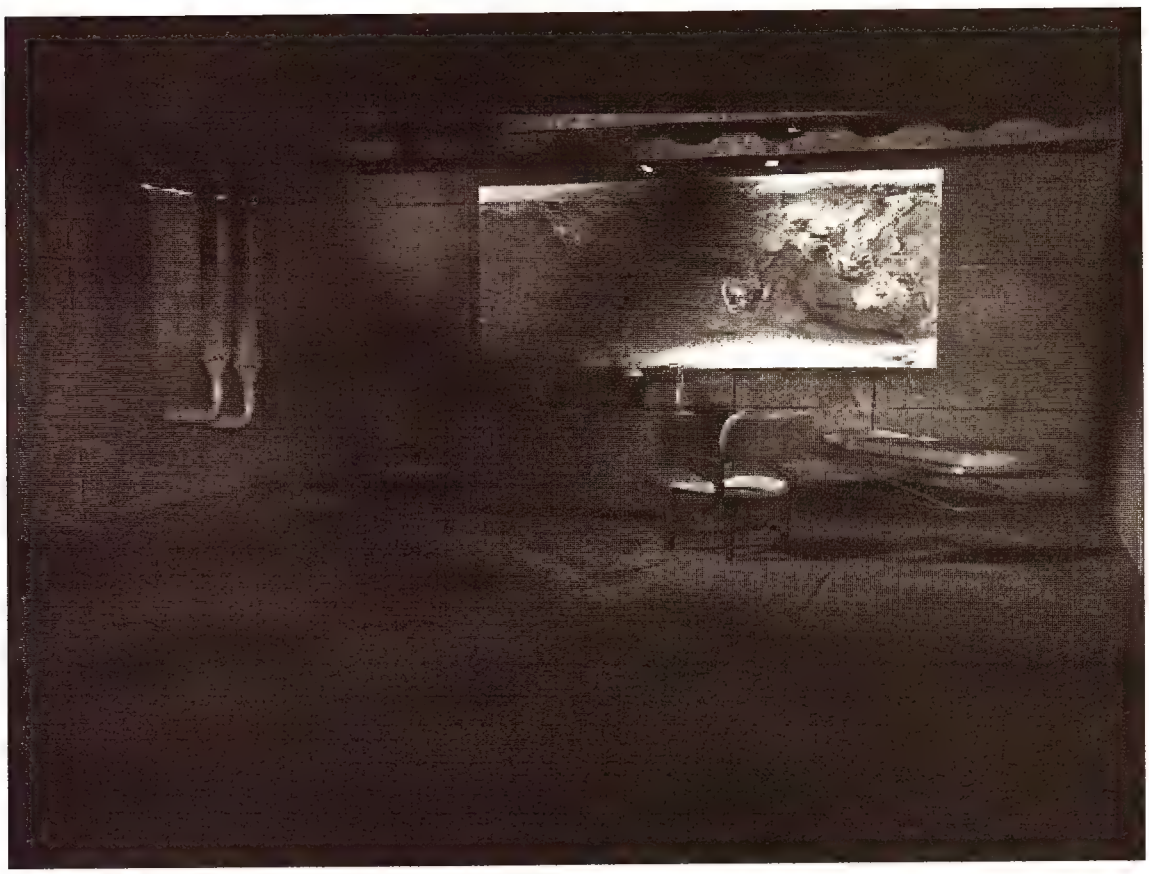


Resistance Waiting Room

Map Location: L'Enfant Plaza

Persons Present: Charles Multi-Server Unit, Vivid, Derek Literati

Go to Senator Burr's Office through the door to the left.

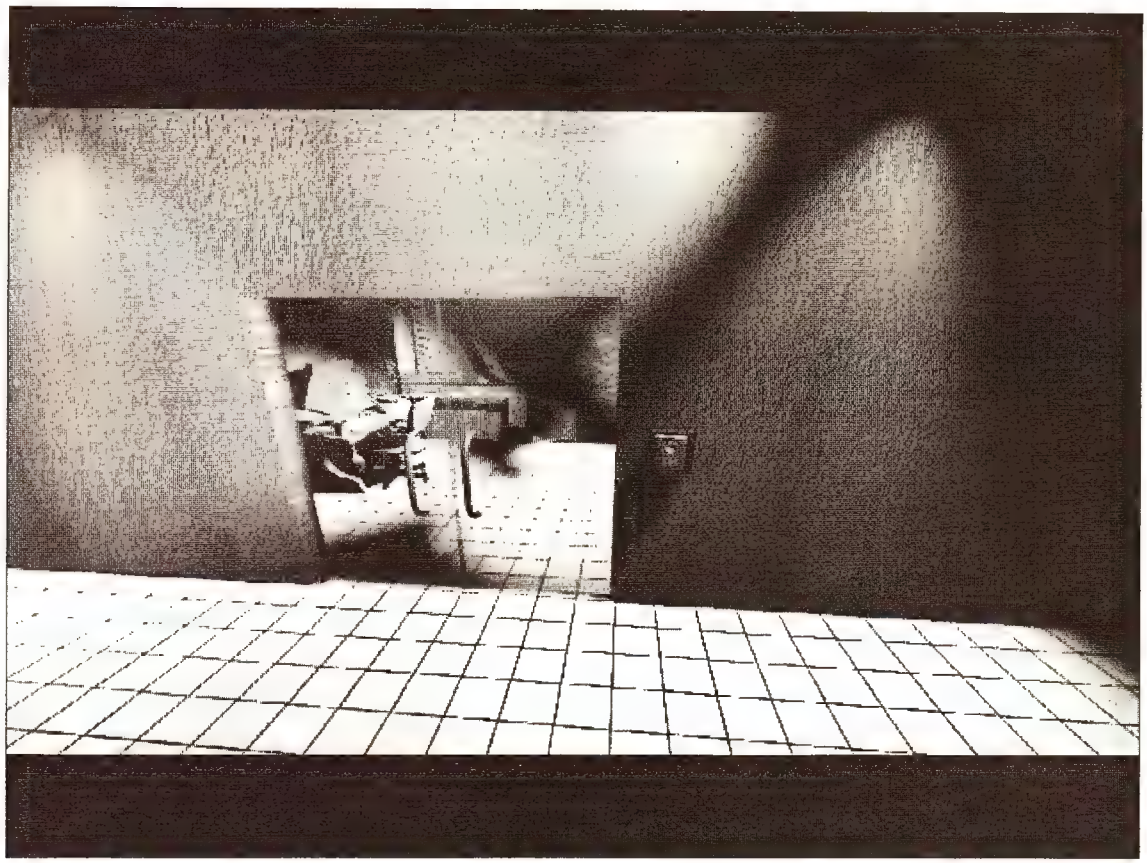


Senator Burr's Office

Map Location: Through Resistance Waiting Room

Persons Present: Senator Burr

Talk with Senator Burr and learn about the list of missing commandos.



Transgressions Entrance

Map Location: Federal Triangle

Persons Present: None

Use the lockpick implant on the door to St. Mouchoir's Office.

St. Mouchoir's Office

Map Location: Through Transgressions Entrance

Persons Present: None

Rub the pencil on the notepad lying on the desk to figure out the password to the computer: God's Justice. Use this password to access the computer and read the files on Demons, Ghost Dancers, Dean Sterling, Solene Solux, Gideon Eshanti, Rachel Braque, and ActiDeck.

Next, use the password Dean Sterling on the Fringe Operations file. Read all of the files in this area.

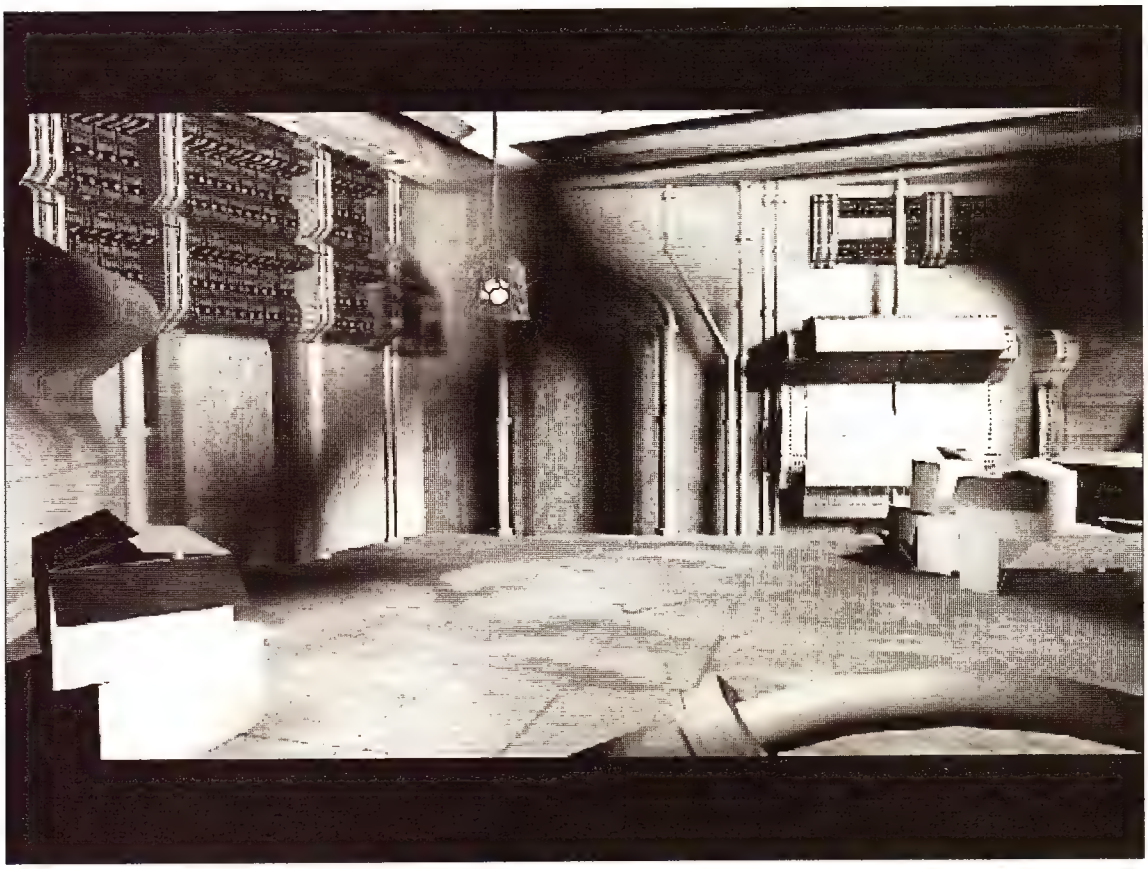
Use the password Hell Pit on the Government Operations file area. Read about the Night of the Titans. Also read about Massimo Eddie and the ARC.

Eschatology, Inc.

Map Location: The Watergate

Persons Present: Christy Abraxis, Hercule Rue Des Couers

Talk to Des Couers and find out about Resurrection Unlimited.

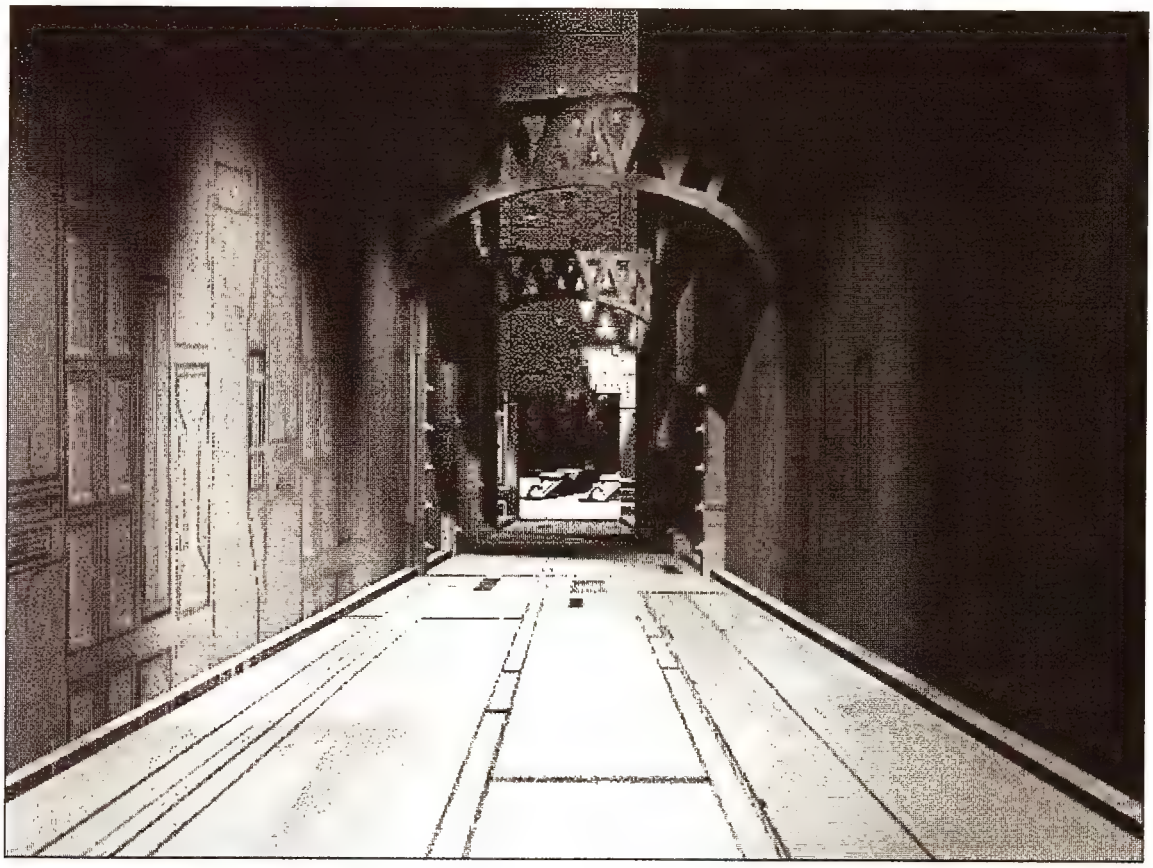


Resurrection Unlimited

Map Location: Georgetown

Persons Present: Dr. Zip Honey

Go straight through this room to the connecting hallway.

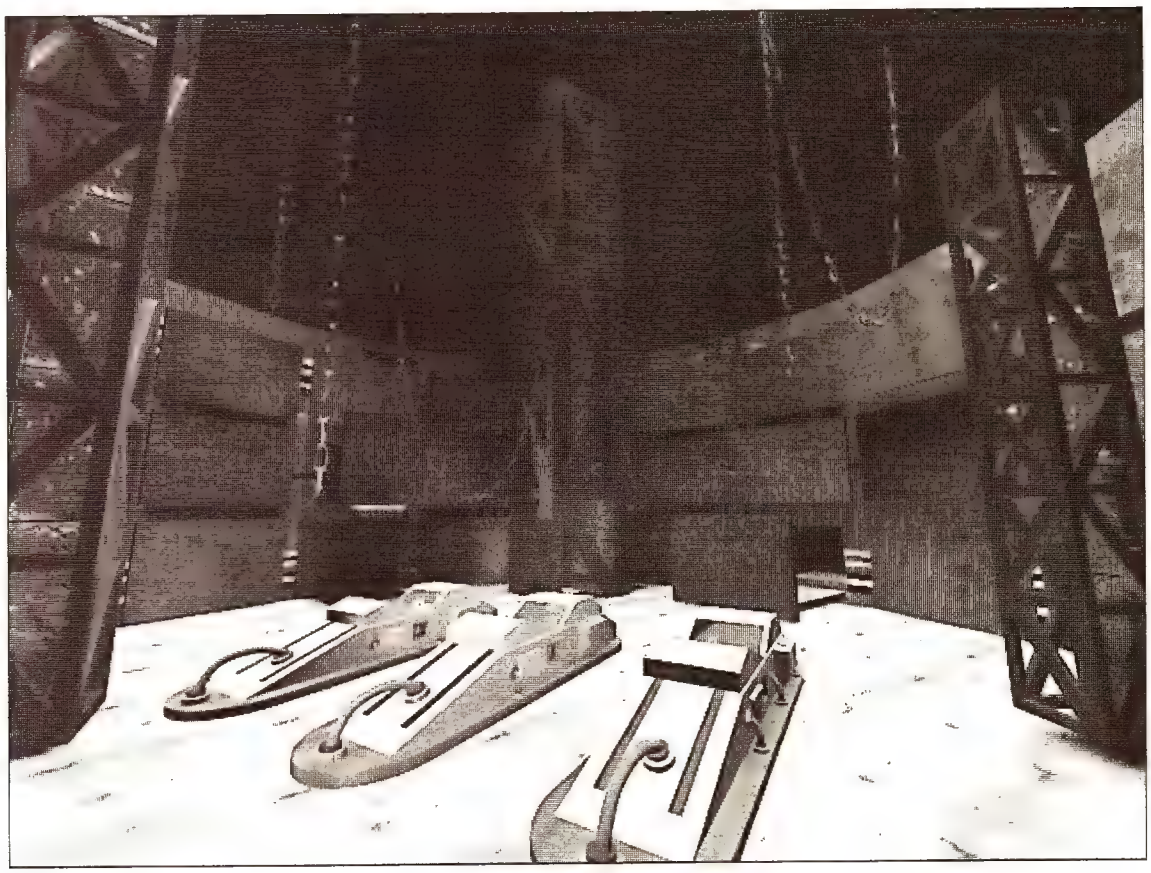


Resurrection Unlimited Hallway

Map Location: Through Resurrection Unlimited

Persons Present: None

In the hallway, use the mechanic's creeper to slide underneath the solid laser beam field. As you slide along, you will also have to dart rapidly to avoid additional randomly moving laser beams.



The Morgue

Map Location: Through Resurrection Unlimited Hallway

Persons Present: None

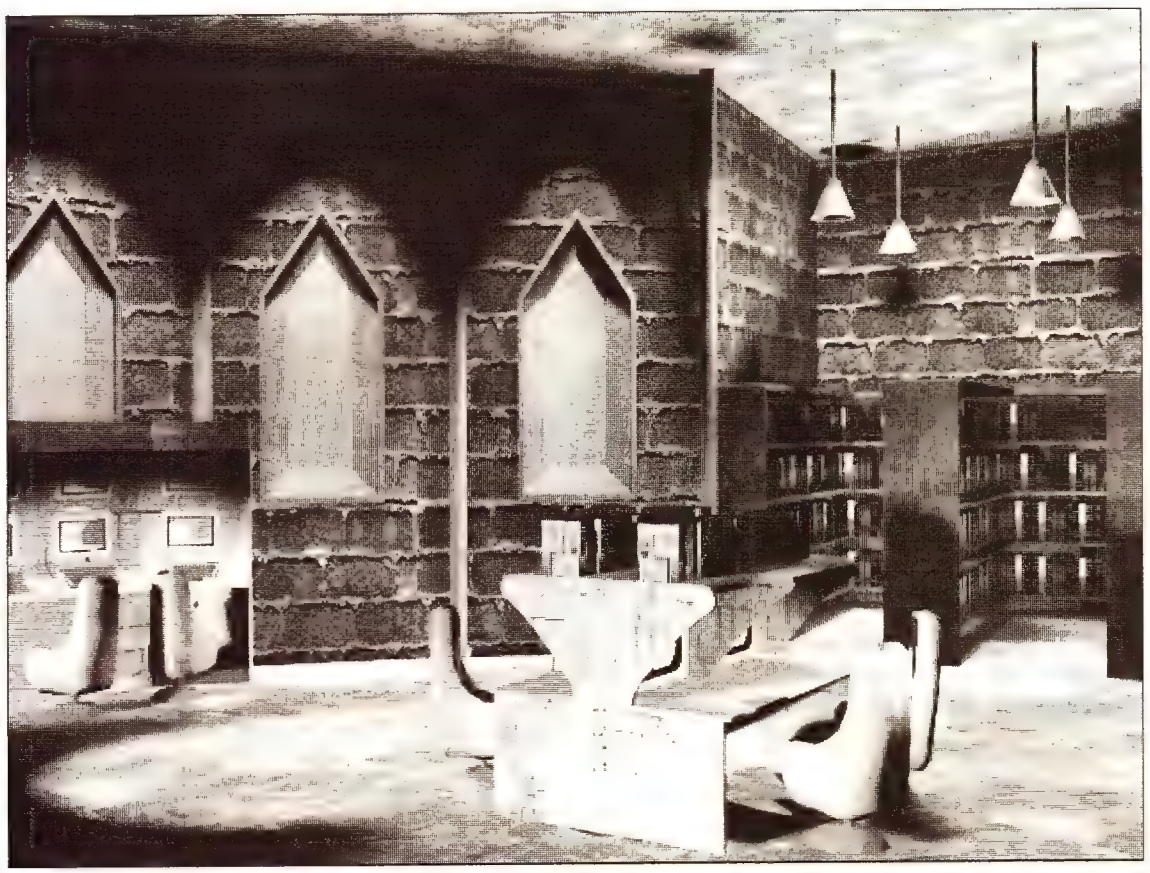
In the Morgue examine the cryogenic coffin holding Schonbrun.

New Corporeal Biologics

Map Location: Federal Center SW

Persons Present: Ben Brewer, Fecund 5088

Talk to Brewer to obtain information about Hennelly. Snag the electromagnet. Pick up everything else for the still. These items include two beakers, a cup, and a can of kerosene.

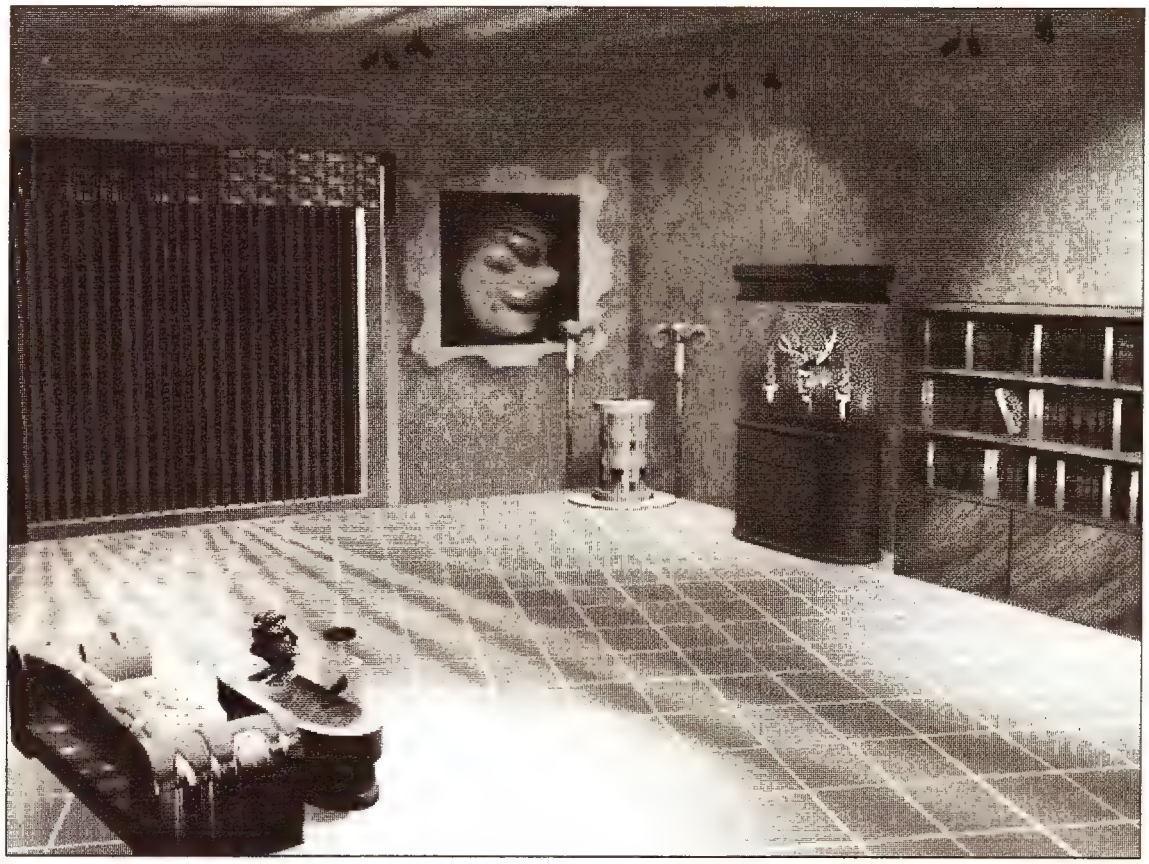


Gneo-Gnostics Main Room

Map Location: Capitol South

Persons Present: Professor Coronary, Donna Alandro

Talk to Coronary to learn the location of Collector's Apartment.



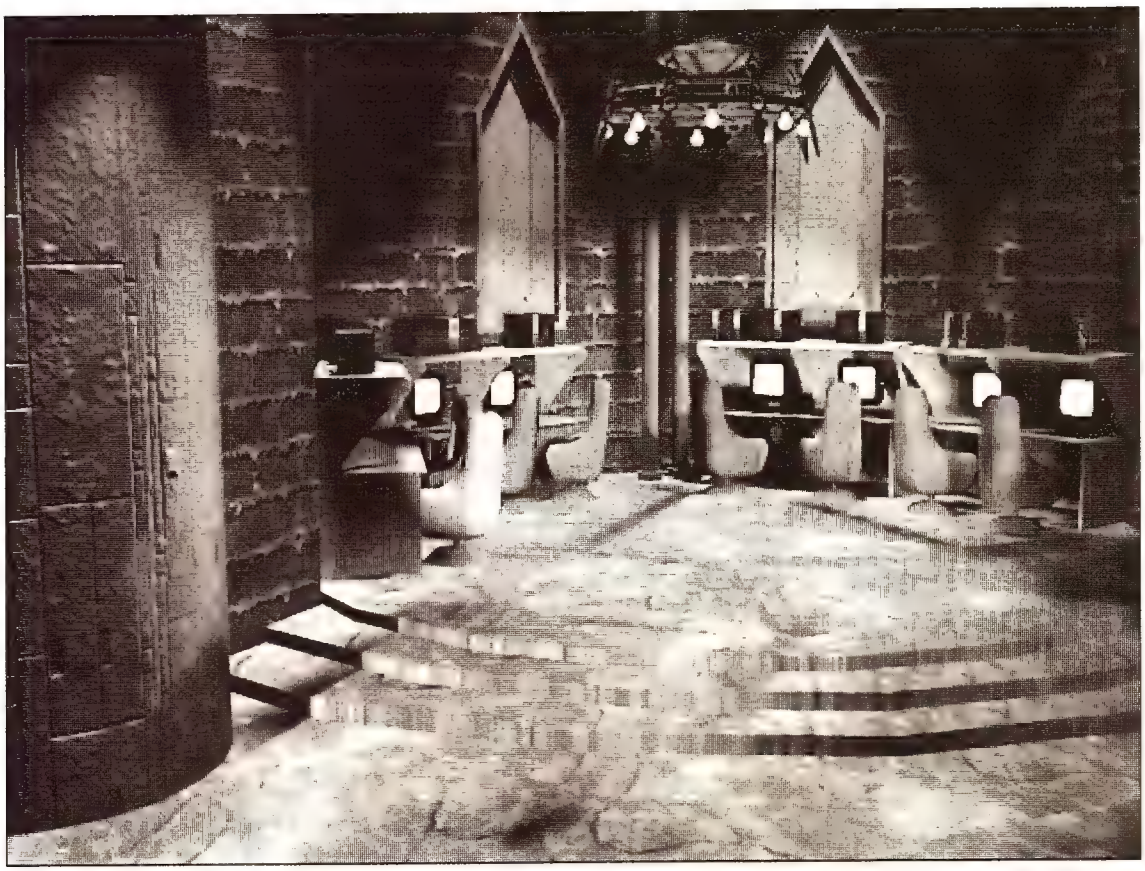
Collector's Apartment

Map Location: L'Enfant Plaza

Persons Present: None

Use the electromagnet on the scroll stand to procure the Blaze Parchment.

Return to the Gneo-Gnostics and give Coronary the Blaze Parchment. Advance to the next room.



Gnostic's Computer Room

Map Location: Through Gneo-Gnostics Main Room

Persons Present: Daniel, Wickersham Dodge

Lift the List of Readings from O'Connor's desk. Then, return to the main room.

In the main room, Coronary translates the Latin phrases. Return to St. Mouchoir's computer.

At the computer, access the Government Operations files and open the Night of Re-Entombment file using the password Aldous Xenon. Then, use the second password, you have just acquired: Gesticulate. Read the memo and discover the alarming fact that you are a brain-wiped commando.

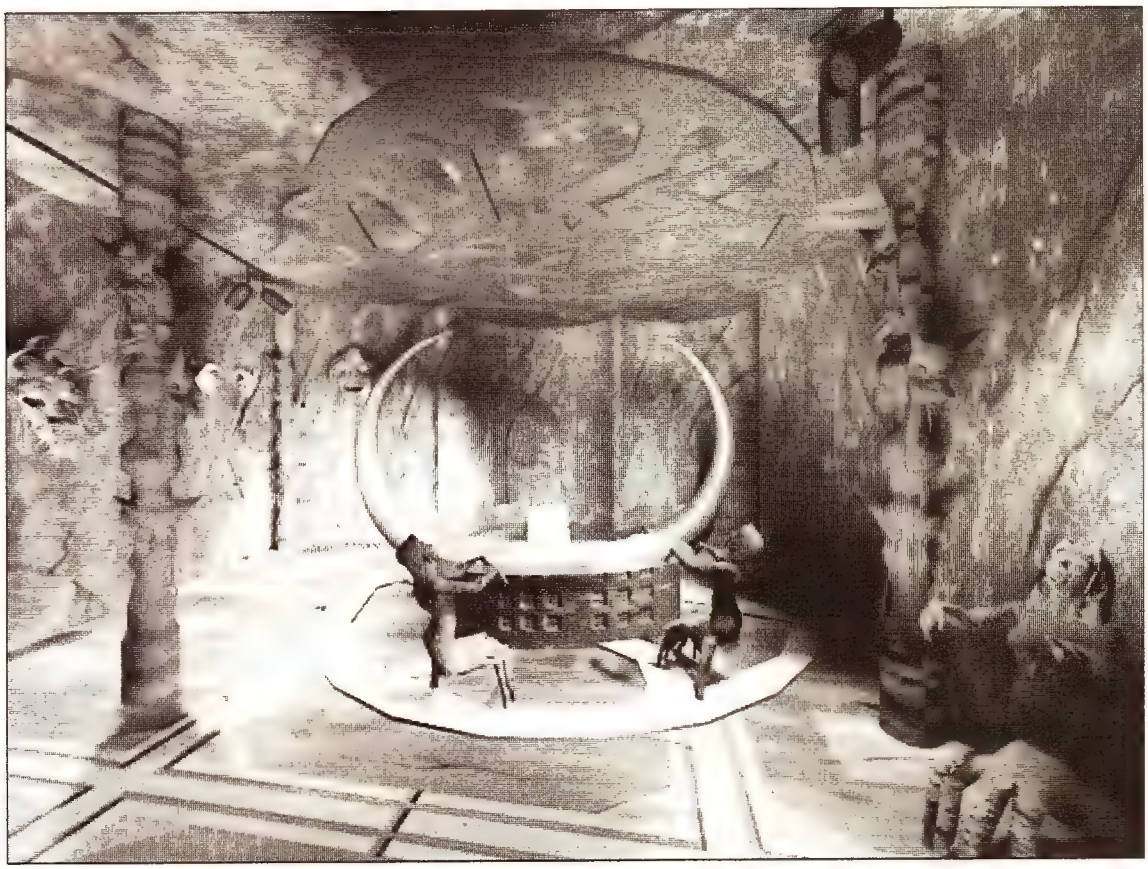
Return to the Resistance with this news.

Resistance Computer Room

Map Location: Through Resistance Waiting Room, right-hand door

Persons Present: Katerina Goertz, Senator Burr

Tell Burr about the Night of Re-Entombment.

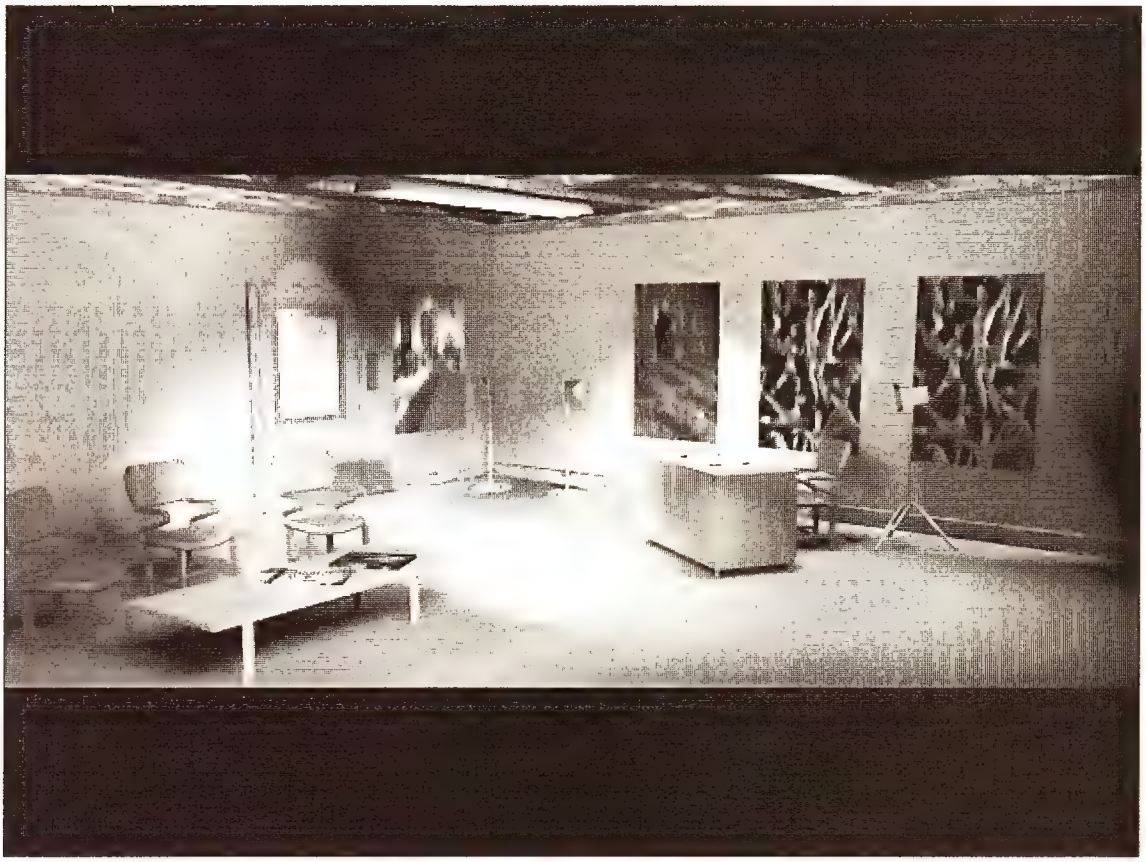


Dean Sterling's Office

Map Location: Farragut North

Persons Present: Dean Sterling

Talk with Sterling about a strategy for destroying Asmodeus.



Asmodeus' Film Office

Map Location: Union Station

Person's Present: Rutterkind, Asmodeus, Grinda Dove

Talk to Asmodeus, who sends you on a mission to Hell.

Asmodeus' Hell Studio

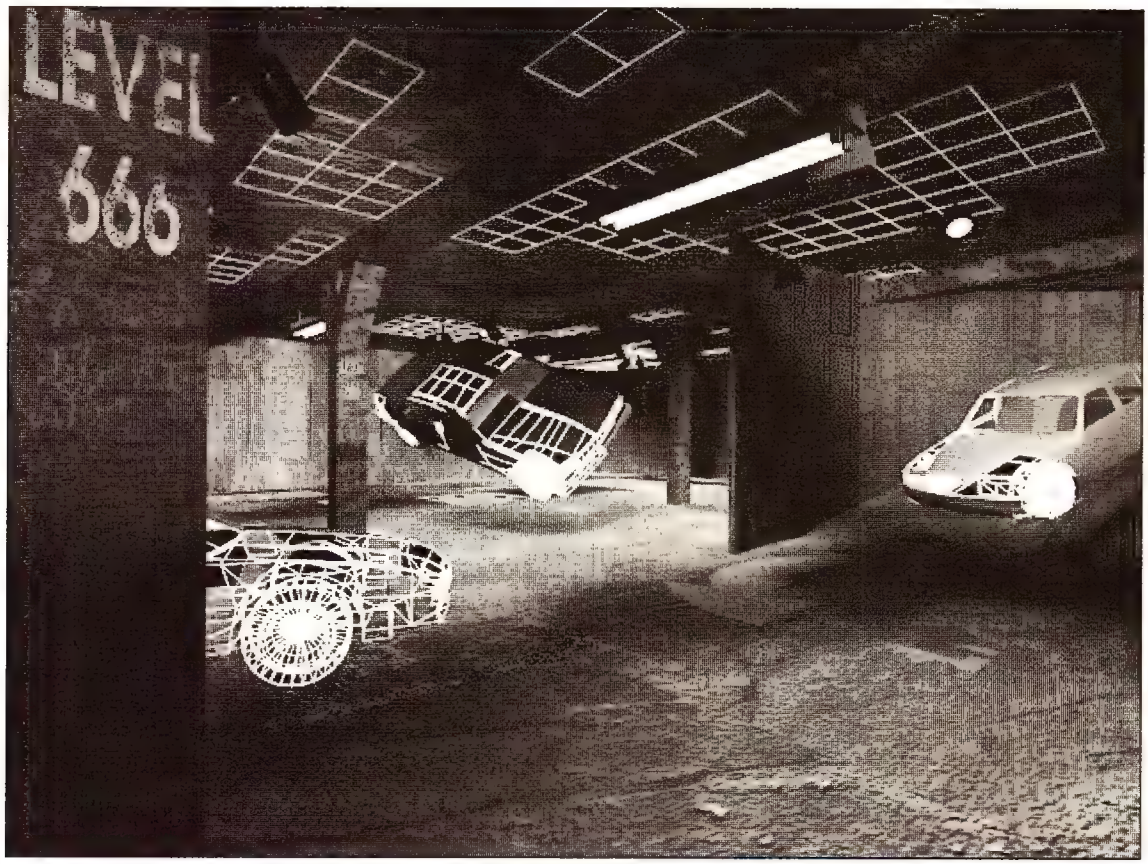
Map Location: Hell

Persons Present: Asmodeus

Just the fact of your presence here quickly causes a lock-up of the Hell computer program. You receive a message from Deepthroat telling you to go to Dante's.

Back in the Earthly film office, you discover a very dead Asmodeus lying on the ground in pieces, with Dean Sterling standing over him. Confiscate the psychopomp.

Back at Dante's, use the psychopomp and give the address of Garage.



Deepthroat's Garage

Location: Cyberspace

Persons Present: Deepthroat

Deepthroat tells you the truth about Hell.

Mr. Beautiful's Office, after Deepthroat

Persons Present: Abonides, Pieces of Mr. Beautiful, Secedine Marto, Manuel Salinas

Play the following tunes on the juke box to open the secret room: Reputable Perversion, by Viscous Fluid; Brimstone Over Easy, by Orange Martyrdom; and Damnation Ave., by the Shank.

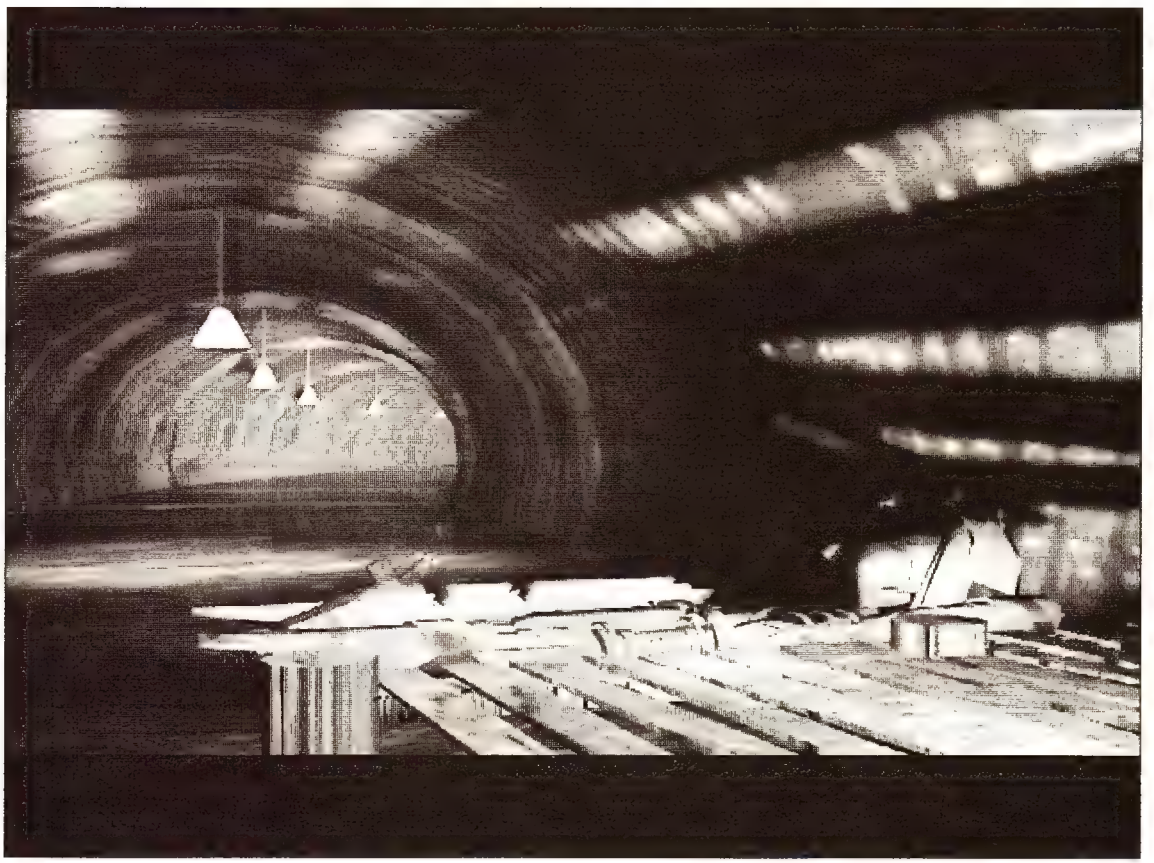
Mr. Beautiful's Secret Room

Location: Though Mr. Beautiful's Office

Persons Present: Manuel Salinas, Secedine Marto, Carlos Portillo, Delmonico Fehrilingetti

Pick up the DAT tape. Return to Beautiful's office and get his head. Then, take the tape to Nick Cannon, who translates it.

Now, go back to Resistance Headquarters and tell Burr about this development. She gives you the list of the first group of CFF members to save. Come back to Dante's and use the psychopomp again to go to Charon.

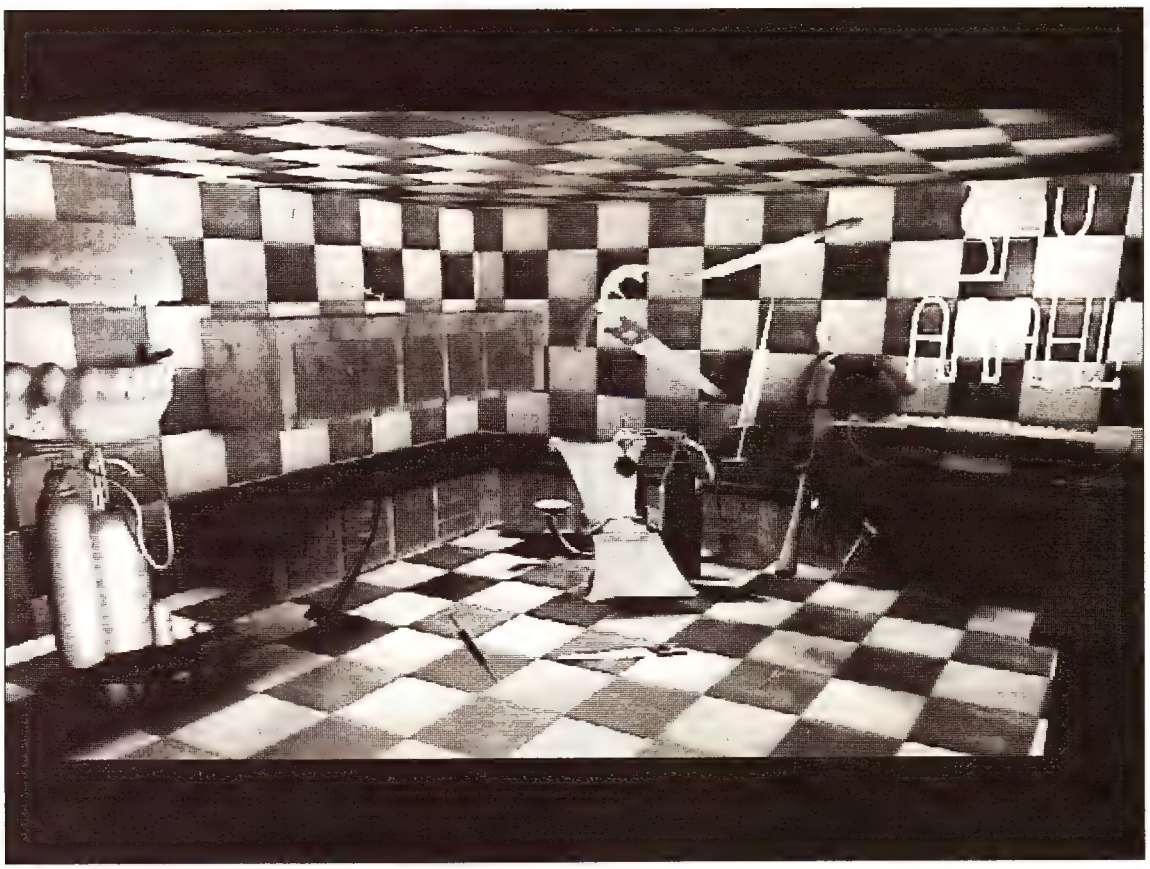


Charon's Boat Landing

Location: Hell

Persons Present: Charon

Go to the Dentist's Office.

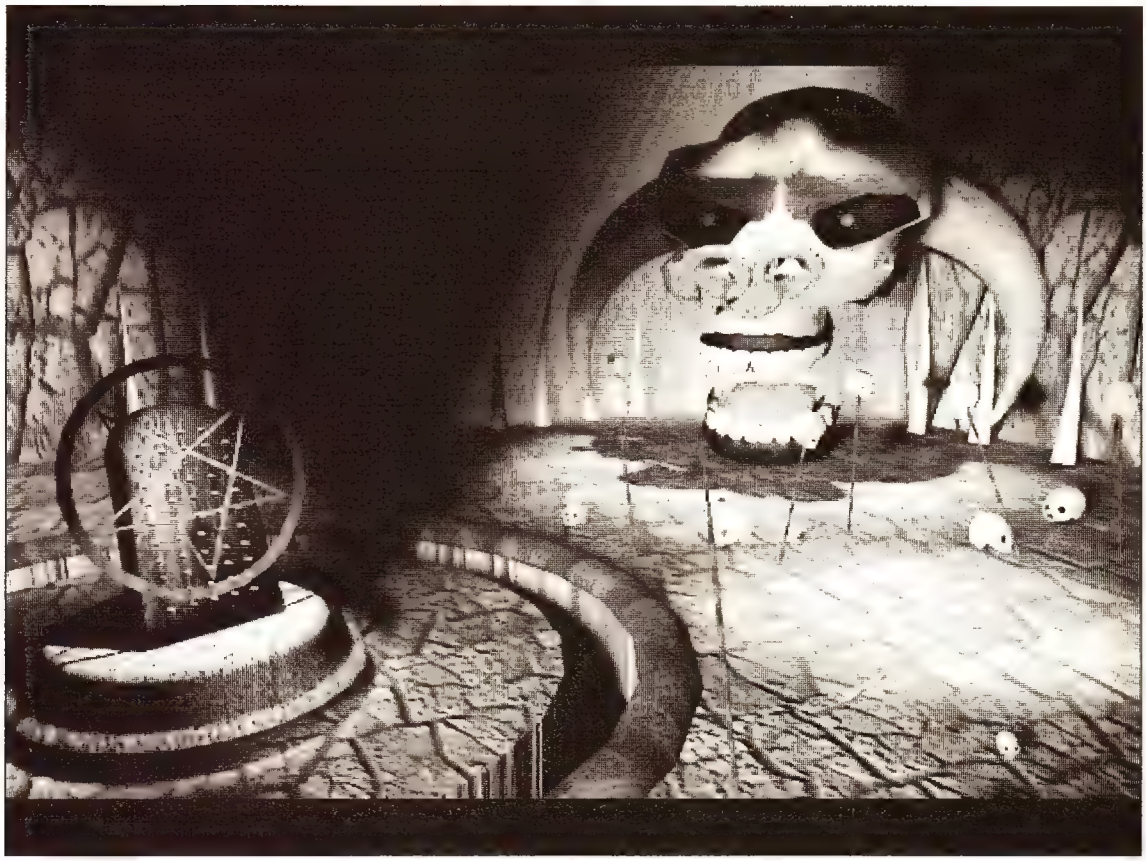


Hell Dentist's Office

Location: Hell

Persons Present: Malebolge, Alfred Czeschew

Use nerve gas on the nitrous tanks. Take the drill, the nitrous oxide, and the gauze bucket.

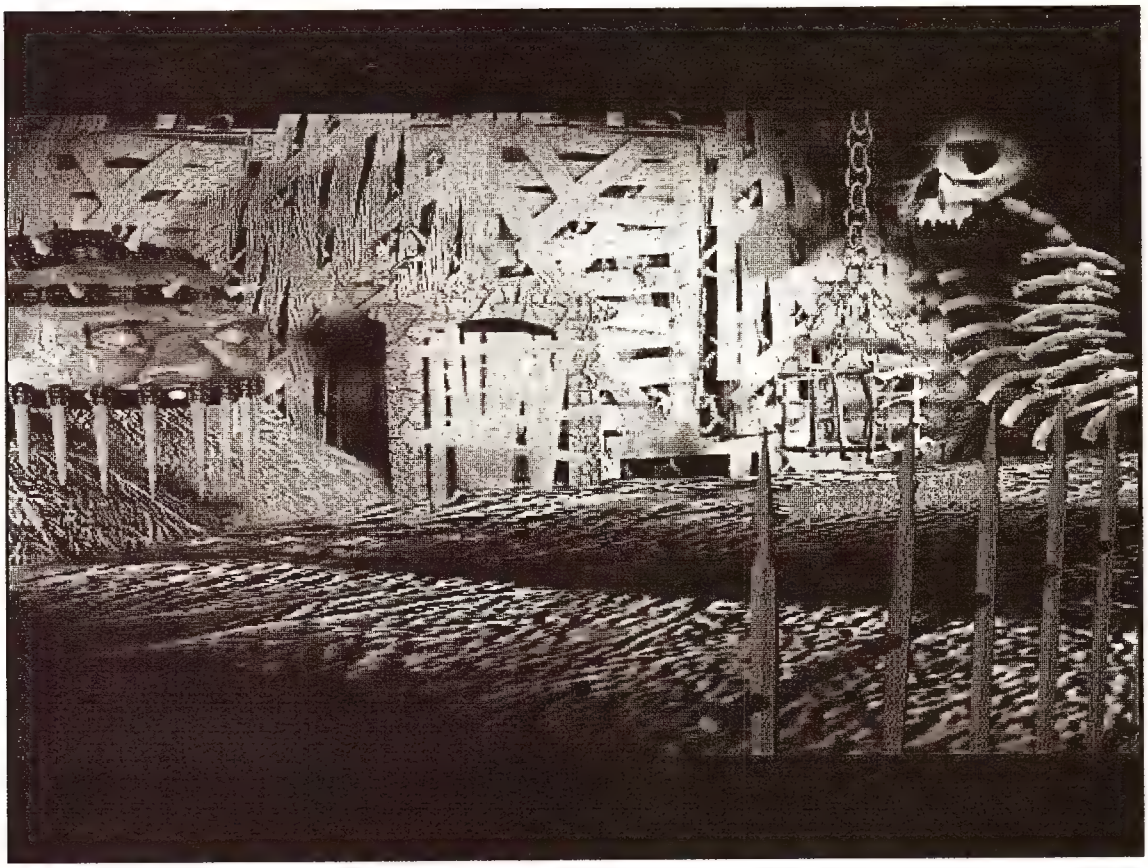


Wall of Flame Hell Pit

Location: Hell

Persons Present: Prudence Alala

Go to the Wall of Flame Hell Pit. Put the steel lid over the steam hole and stand on it. Then, release Alala's bonds.

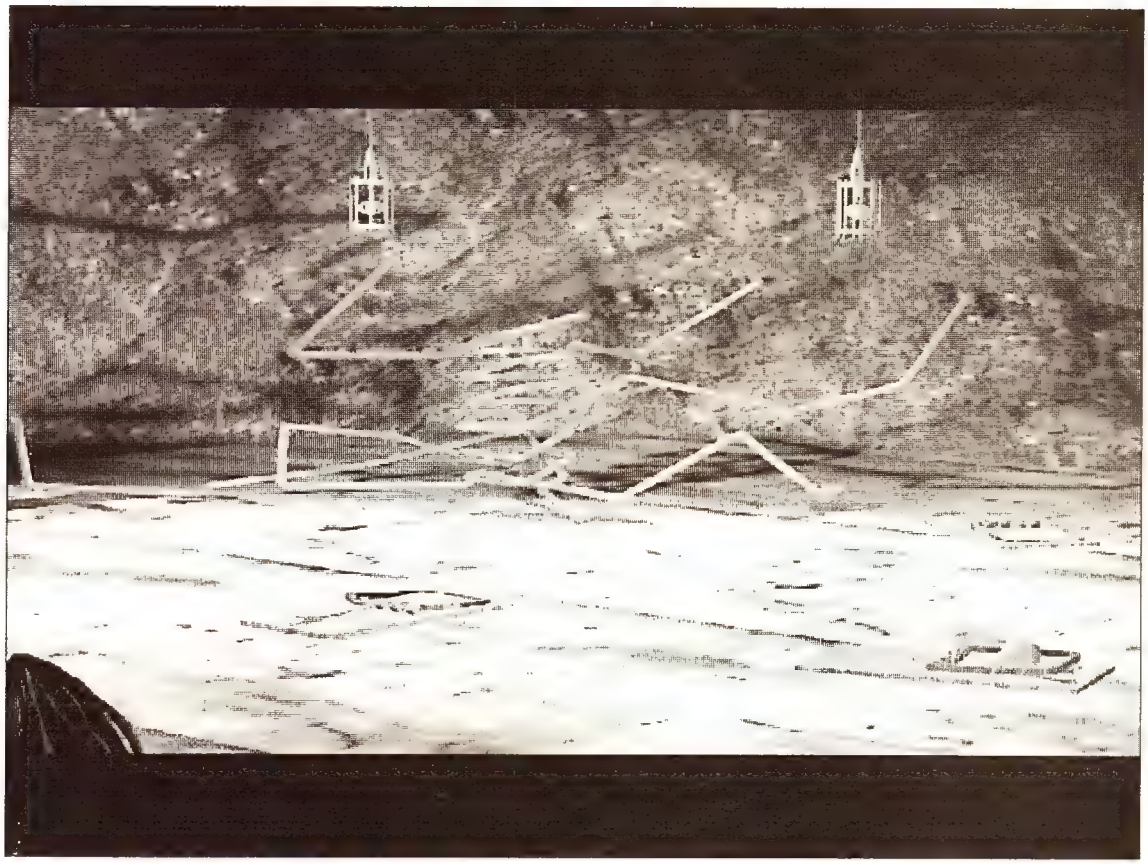


Hell's Zoo

Location: Hell

Persons Present: Eddy Commerce, Machalus

Go to the Zoo. Place the food on Machalus, then use the keys on the wall to release the Rachentieren. Get the staff and the floating beasts.



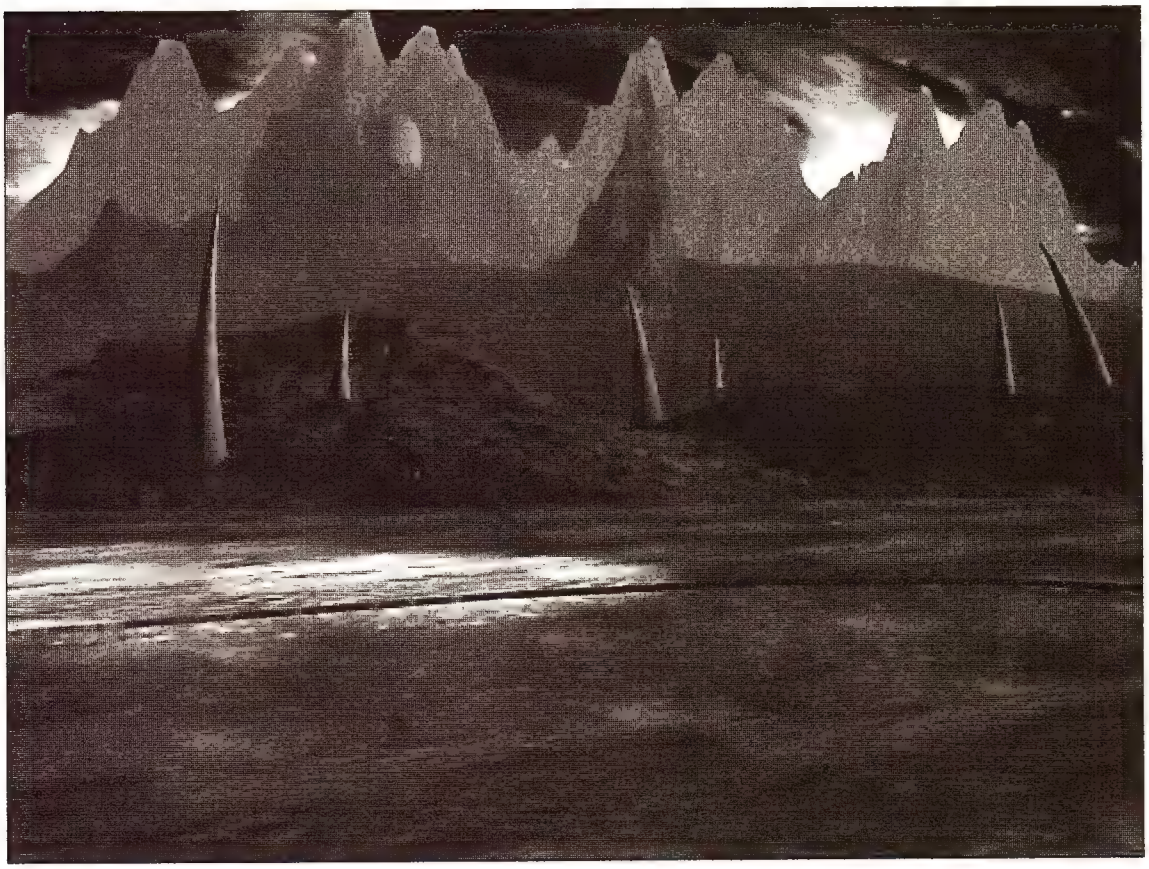
The Rat Room

Location: Hell

Persons Present: Dingo Tucker, Unspecified Number of Rats

Go to the Rat Room. Use the nitrous oxide on the rats to free Tucker.

Proceed to Charon's Boat Landing and fill the Gauze Bucket with Styx water. Now, go to the Ice Field.

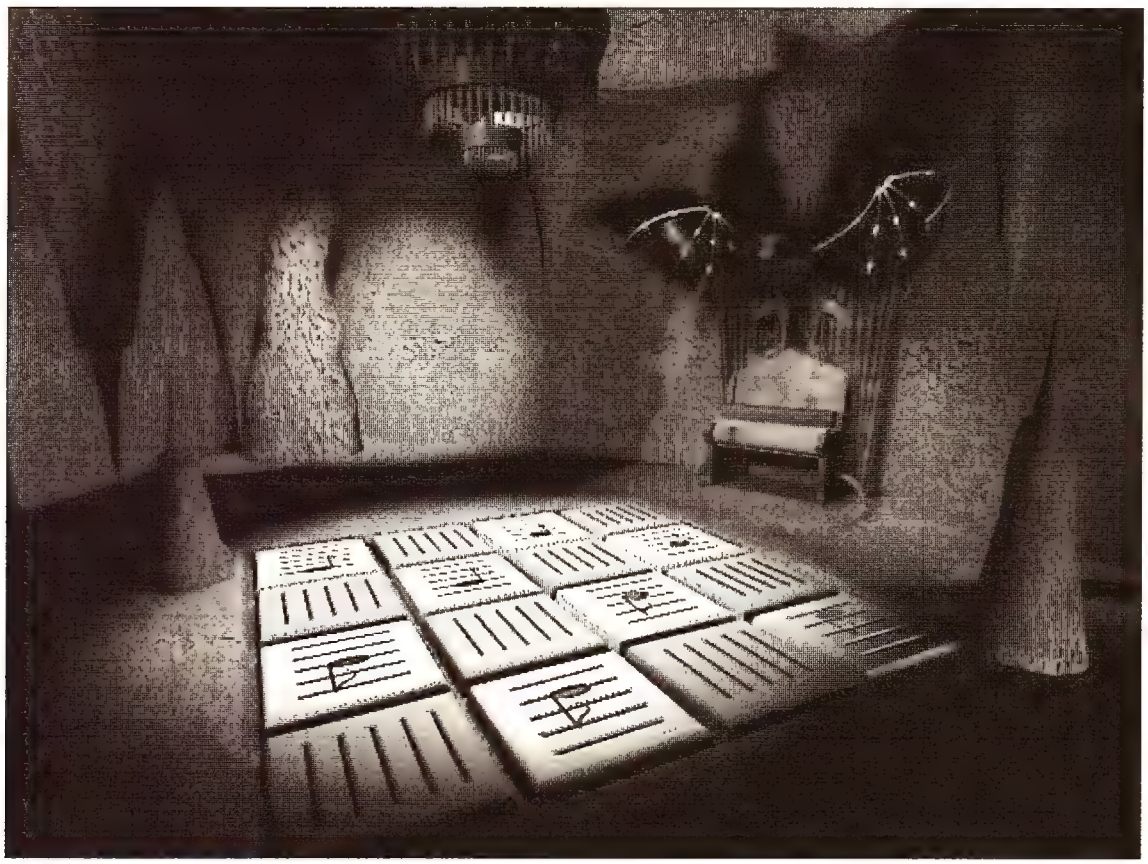


Hell's Ice Field

Location: Hell

Persons Present: Conklin Danforth

Use the floating beasts to float across to Tucker. Then, use the bucket of Styx water on him. This releases Tucker.



The Music Room

Location: Hell

Persons Present: Alice Trenton

Press the stones encoded with the notes B, E, C, A, and G, in that order. This releases Trenton.

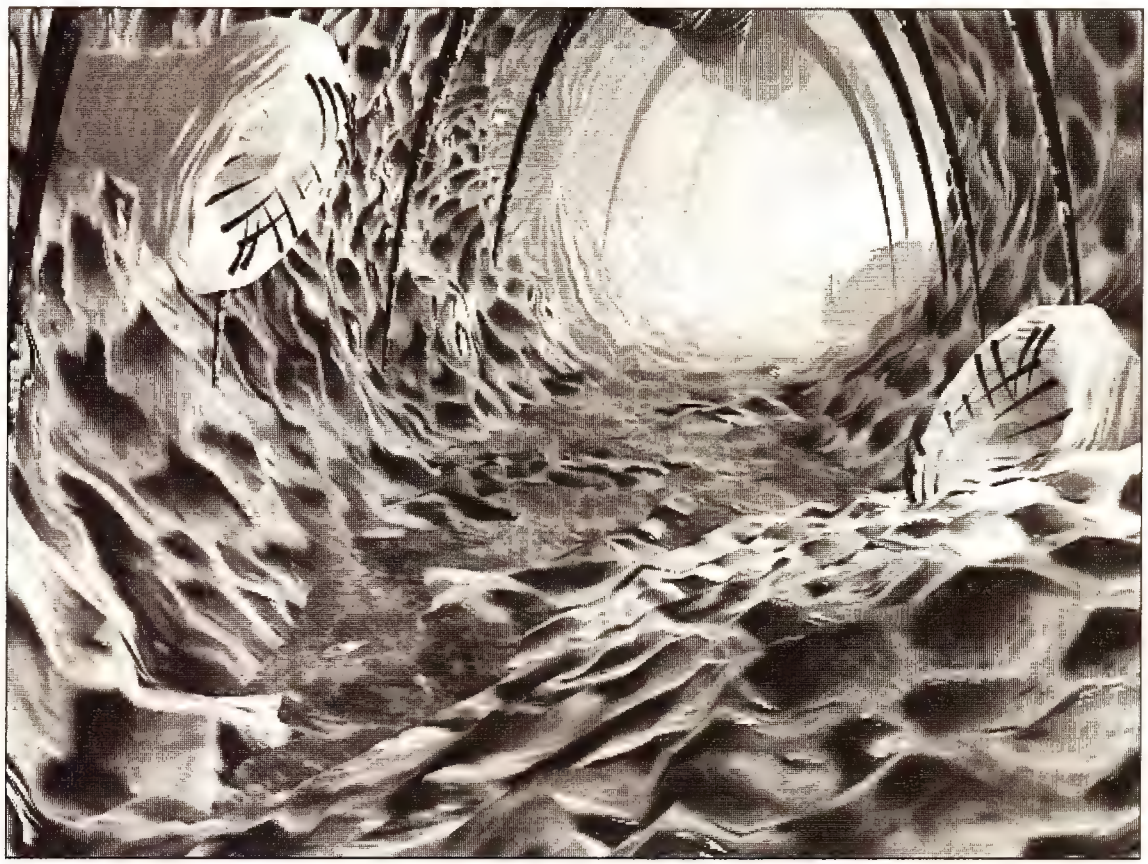
Return to Resistance Headquarters and get the list of the second group of people to be freed. Return to Hell.

The Abyss

Location: Hell

Persons Present: Gack, Jeremy Verdi

Give the mug of acid to Gack; this frees Verdi. Get the tar bucket.



The Belly of the Beast

Location: Hell

Persons Present: Thelma Bay Chesapeake

Retrieve the human femur and sharpen it with the stone. Then, use the sharpened femur on the belly, which frees Chesapeake.

Next, you return to the real world and go straight to Dante's loft, where you must interact with Deepthroat again. He has been captured by the Pentagon. So, you must go there to save him.

Deepthroat's Office

Location: Pentagon

Persons Present: None

Enter the following codes into the computer to obtain the location where Deepthroat is being held:

Shudder is to fear as crying is to sorrow.

Fan is to air conditioner as keyboard is to decking unit.

Suicide is to death as embezzlement is to wealth.

Charon is to perdition as freeways are to Los Angeles.

Pentagon Jail

Location: Pentagon

Persons Present: Deepthroat, Steele Jack

The computer tells you that Deepthroat is being held in the Pentagon jail.

Cynna Stone uses her EMP grenade to destroy Steele Jack. Stone then uses micro-explosives to blow open the door to the cell. This releases Deepthroat. Afterwards, you meet up with him again at Resistance Headquarters.

Resistance Headquarters Computer Room

Persons Present: Deepthroat, Jeremy Verdi, Senator Burr, Katerina Goertz

Deepthrouat and Jeremy Verdi will not be in the room the first time you visit.

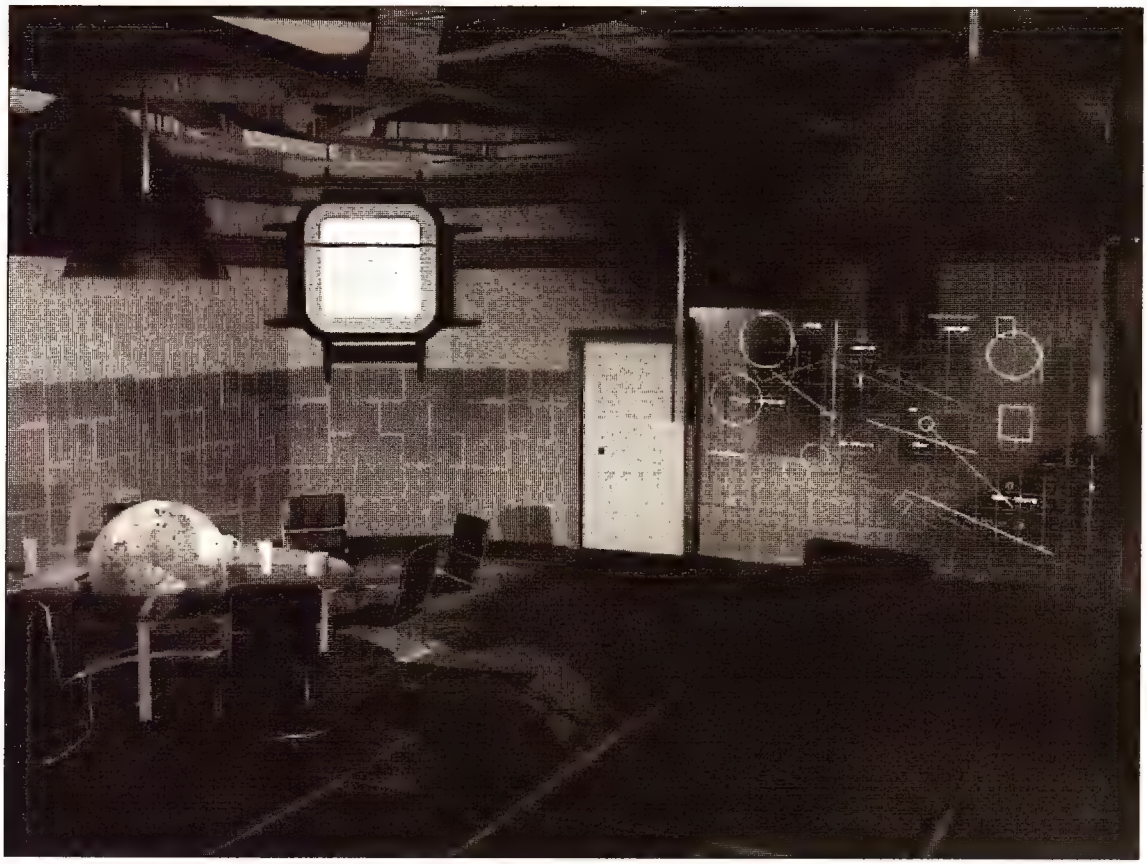
You discuss the plot to crash Hell with your cohorts.

Psionic League Main Room

Location: Georgetown

Persons Present: Batch Hatchardo, Katlin Connor

Pass through this room to reach the back room.

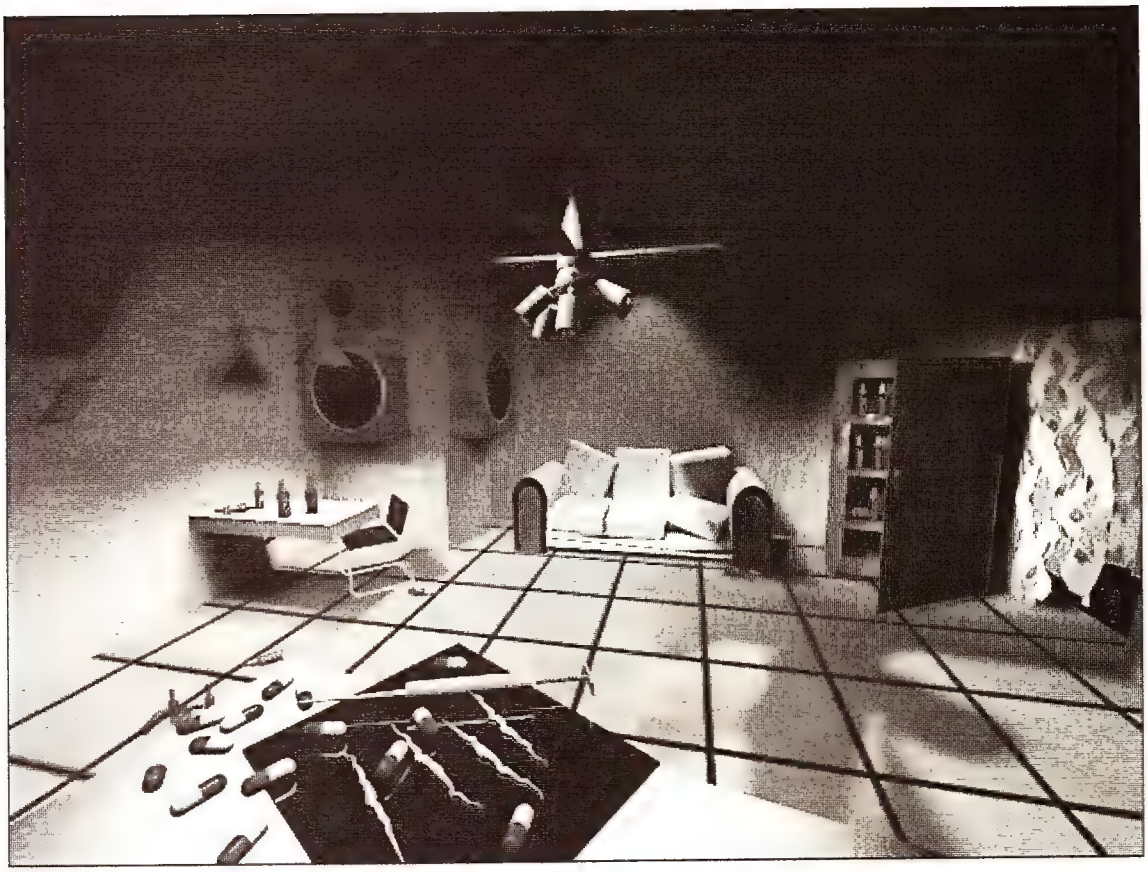


Psionic League Think Tank

Location: Through Psionic League Main Room

Persons Present: Suzy Toast, Columbus Spatola

Talk with Columbus and Suzy to learn more about the Menials.



Menials Headquarters

Location: Chinatown

Persons Present: Mick

Talk with Mick to obtain the location of the Asylum.

Asylum Waiting Room

Location: Foggy Bottom

Persons Present: Clap, Phyllis Dancing-Till-Daybreak

Talk with Clap to uncover the location of Splits Magnola, who is at Fitzgerald's Speakeasy.

Fitzgerald's Speakeasy

Location: Capitol South

Persons Present: Bar Tender, Splits Magnola, Milwaukee Jack, Ged Dandy, Lissa Couerter

Throw a bottle of Tiger Eye Lager through the vid screen to cause a distraction. Recruit Splits. Get a bottle of Ausgezeichnet.

Take the bottle of beer back to the Menials Headquarters. Douse it with the sleeping powder carried by Scub Stevens. Put the loaded beer bottle in the refrigerator. Wait for Mick to drink the beer and knock himself out, then take the collector unit. Return with the collector to the Psionic League Think Tank. Suzy Toast rigs the collector for a burn. Mission accomplished, you return to the Asylum.

Asylum Back Room

Location: Through Asylum Waiting Room

Persons Present: Hump, Chet, Rita Troit, Cora Bora

Use the rigged collector on Hump and Chet.

Office of Computerized Records

Location: Federal Triangle

Persons Present: Mr. Calcutta, Ms. Stinson

Talk to Calcutta and Stinson, obtain clue to reveal Massimo Eddie password in St. Mouchoir's computer.

Return to St. Mouchoir's Office and use the password Triangle to unlock the credentials under Massimo Eddie. Use Sophia Bene's forgery skills on the credentials to activate them. Then, give the credentials to Calcutta. This provides you with the location of Massimo Eddie.

Lee Mansion Guard Room

Location: Arlington

Persons Present: Leenon, Voytek

Splits Magnola uses his psionic skills to incite the guards to kill each other over a card game.

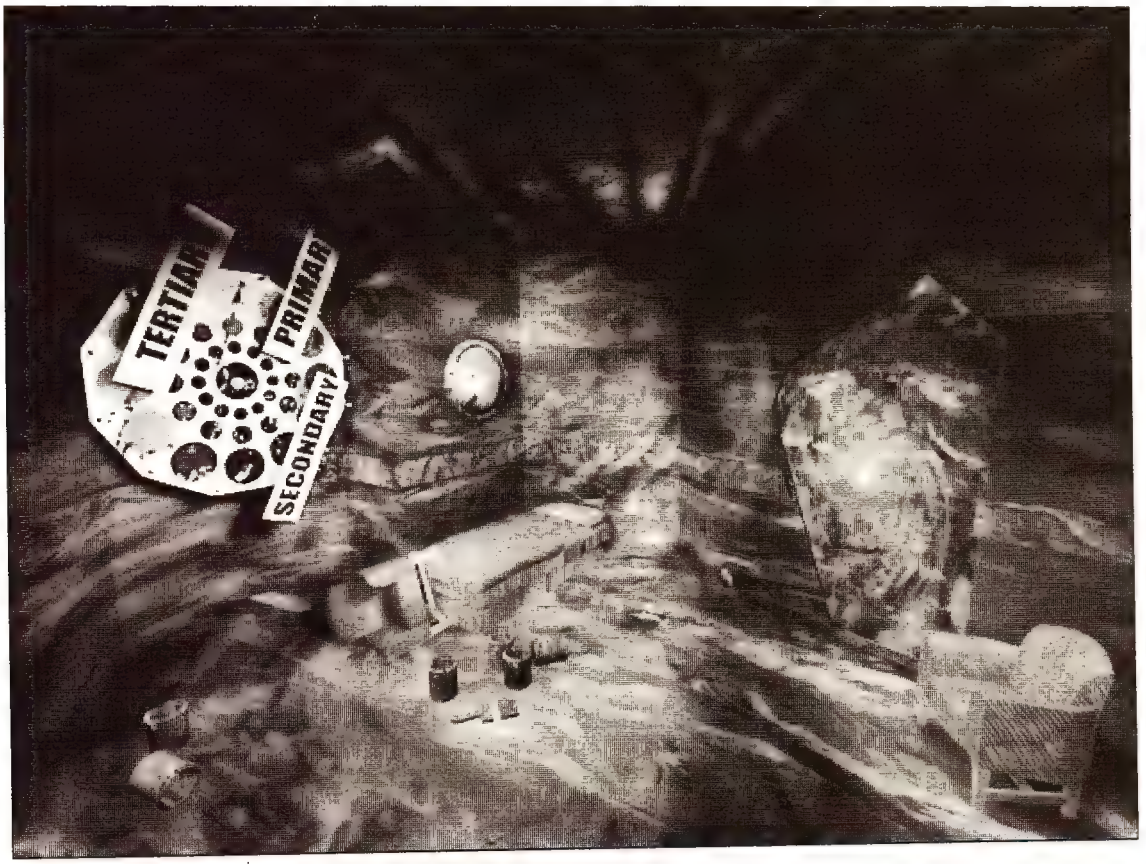
Cyberpanther Room

Location: Though Lee Mansion Guard Room

Persons Present: Cyberpanther (good kitty...)

Use Mr. Beautiful's cue stick from his room in the Interface on the lamp. This will allow you to topple the lamp without getting close to the cyberpanther. The lamp will fall and shatter on the wet floor and will electrify the metallic panther.

This leaves the door to Massimo Eddie's quarters unguarded.

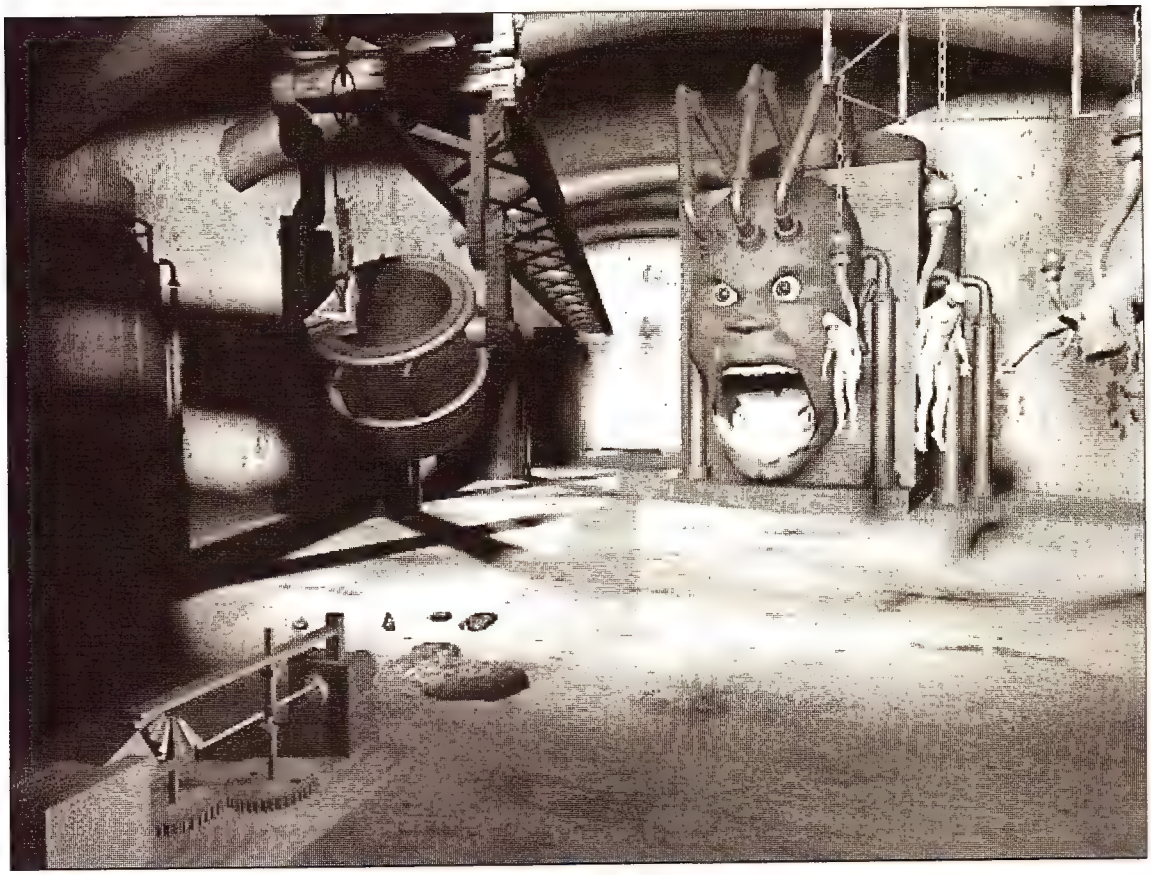


Massimo Eddie's Quarters

Location: Though Cyberpanther Room

Persons Present: Massimo Eddie

Get the note from Eddie, take it back to the Resistance Headquarters computer room, and give it to Verdi. He then starts to work on the computer program to kill Satan. You should return to Hell to release the last batch of hostages.

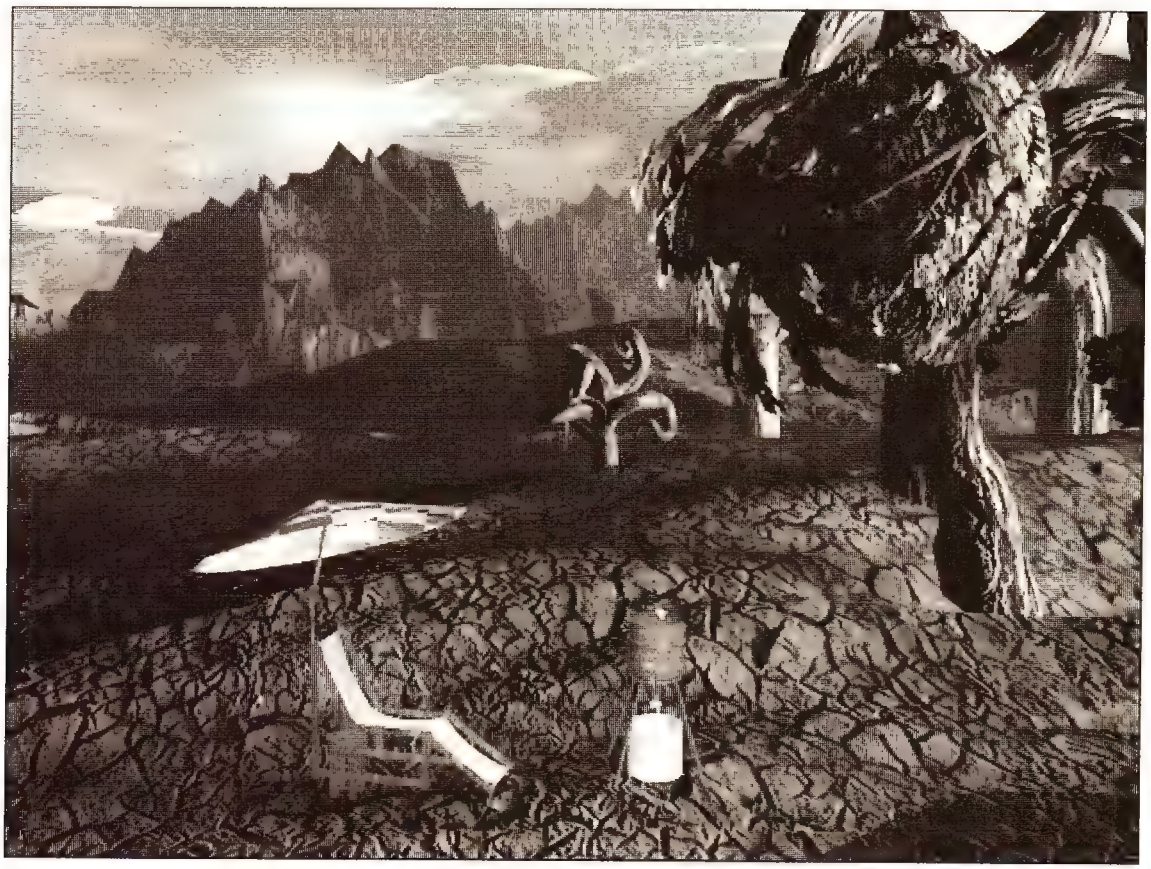


The Hell Steel Mill

Location: Hell

Persons Present: Brett Carew

Put the steel staff into the gears in front of Carew to free her. Move on to release Walker Dash.



Hell's Desert

Location: Hell

Persons Present: Walker Dash, Atroxias

Use the drill on the bucket around Dash's head to release him.

The Hell School Room

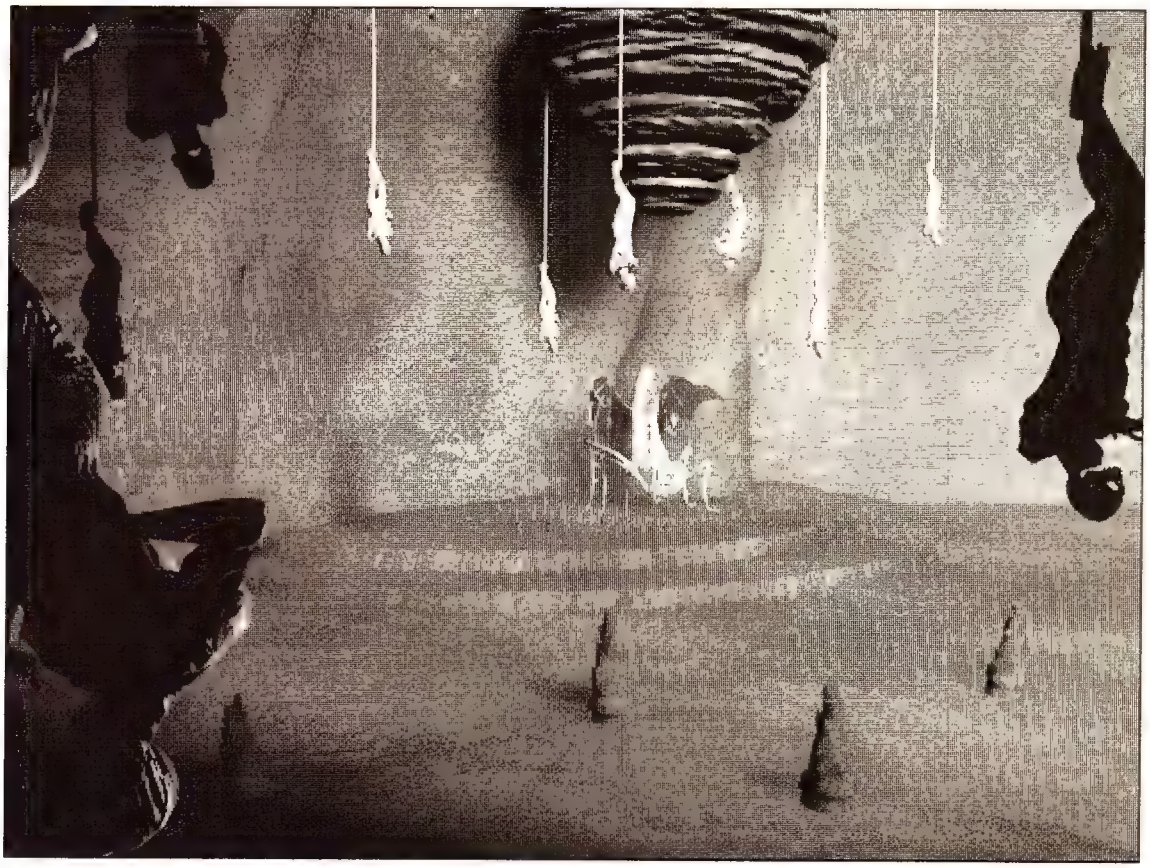
Location: Hell

Persons Present: Randal Singh, Mr. Maledictum

To release Singh, answer Maledictum's pop quiz. The answers are:

- *Des Moines, Iowa*
- *Little Rock, Arkansas*
- *Helena, Montana*

This frees Singh. Next, you're off to fight the three demon lords of Hell. No rest for the righteous.



Beelzebub's Throne Room

Location: Hell

Persons Present: The Big Bug Himself

Pour the tar from the tar bucket onto the floor. This starts the battle, which, of course, you win.

Before going on to Mephisto's throne room, return to Beautiful's Hell Pit and refill the acid mug.

Mephisto's Throne Room

Location: Hell

Persons Present: Mephistopheles

Use the acid on your hell blade to prepare it for killing Mephisto.

Belial's Throne Room

Location: Hell

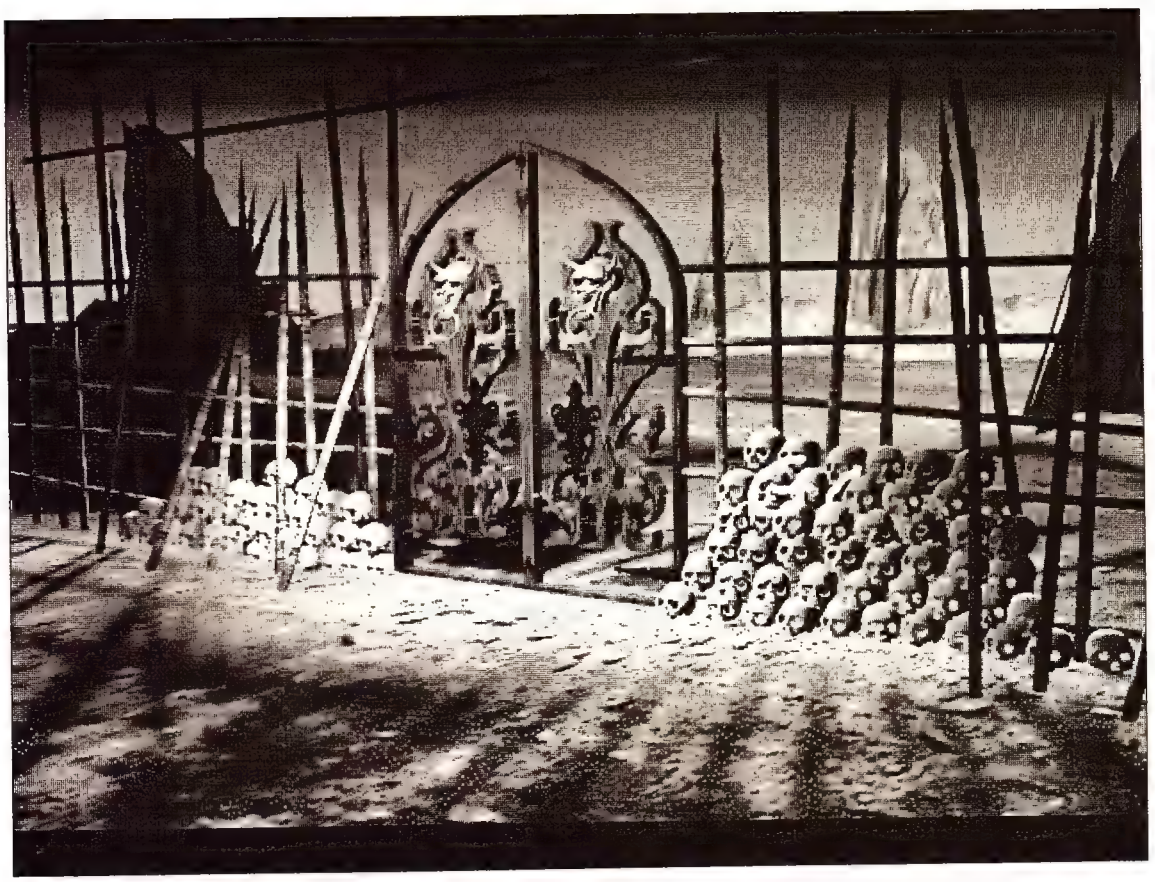
Persons Present: Belial

Use explosives at the flashing point near the chasm.

Before going on to fight Satan, return briefly to the Resistance Headquarters Computer Room to make sure Verdi has finished the program to kill Satan. Then, go back to Satan's Gates.

Cerberus

You must possess Belial's medal, Beelzebub's wing, and Mephisto's hand in order for Cerberus to allow you to pass on to Satan's Gate. You can only obtain these objects by defeating the major demons in combat.



Gates to Satan's Lair

Location: Hell

Persons Present: None

Use the paintbrush to scrawl God is Dead on the skulls. Then go through the Gates of Hell to enter Satan's Throne Room.

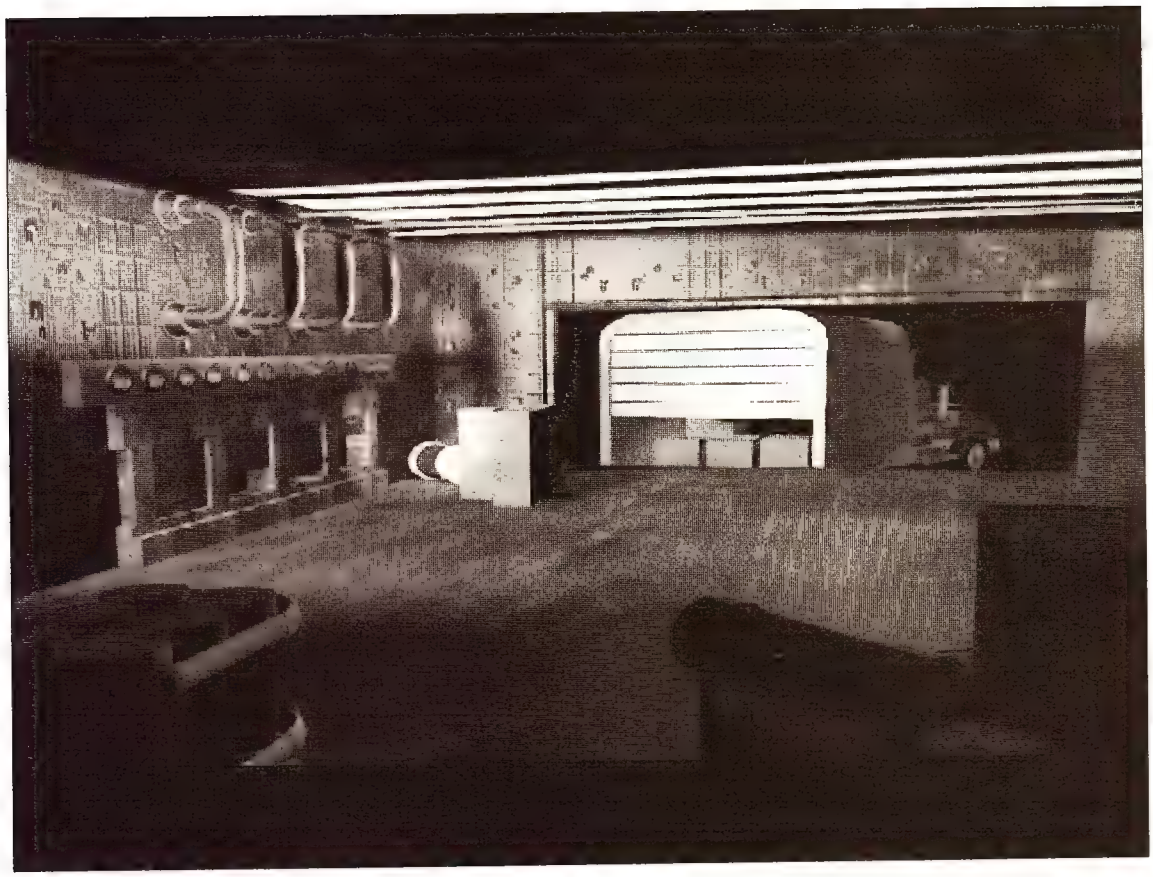
Satan's Throne Room

Location: Hell, Through Satan's Gates

Persons Present: Satan, Townson Ellers

The difficult work has already been completed by Verdi. Simply swap some insults with the Lord of Darkness and kick his butt.

Return to the Resistance Headquarters Computer Room. Your partner makes the run to get the crash bug. Get the finished crash bug from Verdi and head for the Pentagon Delivery Room.



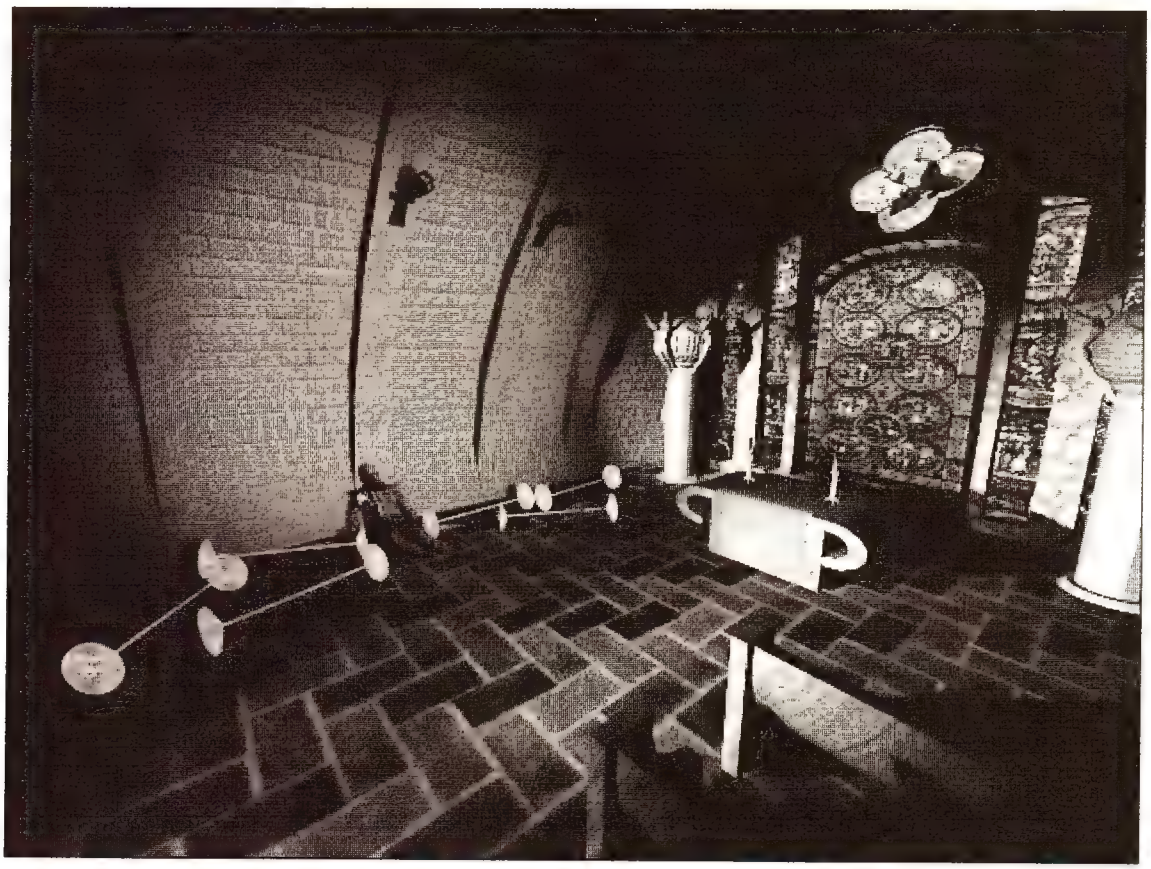
Pentagon Delivery Room

Location: The Pentagon

Persons Present: Jute

Put Cynna Stone's gas bomb in the delivery tube and give it to Jute. Then, give Jute the address of Miraculum Sepulcrum.

Now, go to the chapel.



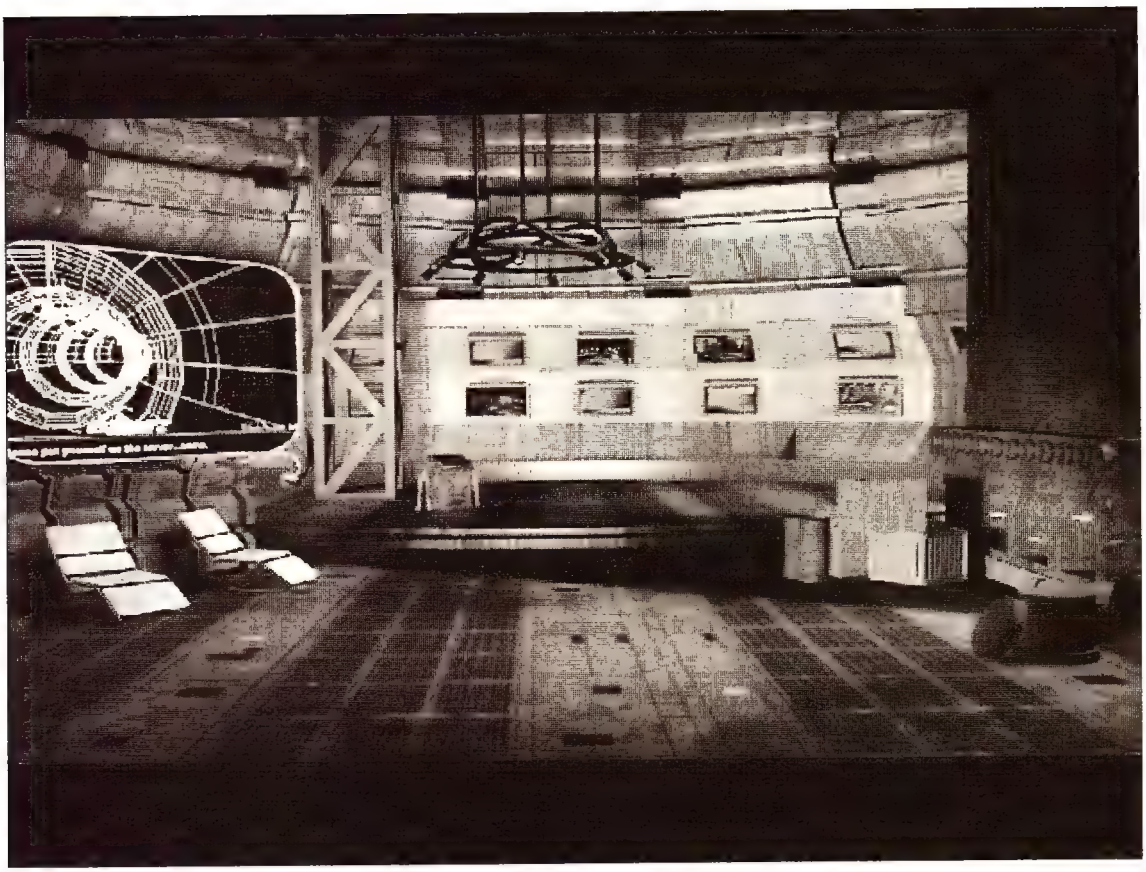
Pentagon Chapel

Location: The Pentagon

Persons Present: None

Light the candles left-to-right in the following order: 6, 3, 4, 1, 7, 2, 5, 10, 8, 9. The altar then slides back, and Solene Solux enters the room. You shred her.

Next, enter the Hell Computer Room.

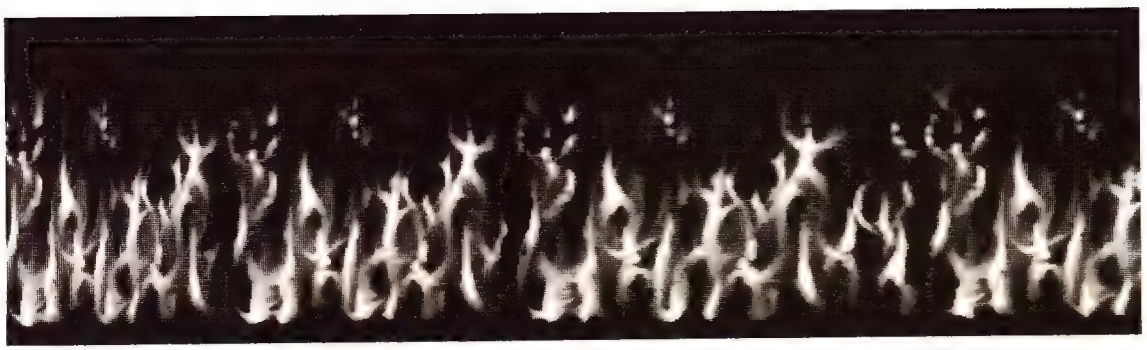


Hell Computer Room

Location: Through the Pentagon Chapel

Persons Present: Two Unconscious Guards

Use the hell bug on the terminal console. Hell crashes. The war is over.



INDEX

A

Abonides, 37, 79, 116, 150
Abraxis, Christy, 138
Abyss, the, 159
Verdi, Jeremy and, 87-88
Acid mug, 176-177
ActiDeck, 6, 7
  birth defects and, 8-9
  Drexler, Oscar, 42
  God's Justice password, 137
  mutants, 7
AI sequence, 17
Alala, Prudence, 66
  in Flame Pit, 82-83, 154
Alandro, Donna, 143
Alcohol, prohibition on, 11
Aldous Zenon password, 145
Alley, the, 50-51
Androgyne, 8
Animals in hell, 83
Anna Mae, 51-52, 126
Artificial intelligence, 13
Artificial Reality Containment bureau, 2, 10
  creation of, 10
  file on, 66
  persecution of workers, 13
Asmodeus, 39
  death of, 149
  Film Office of, 148
  Hell Studio, 149
  snuff films of, 76-77
  strategy for destroying, 147
Asylum, the, 94-95
  Back Room, 168

closing the, 96
Waiting Room, 166
Atroxias, 101
at Hell's Desert, 174
Ausgezeichnet, 167
Avarice, 59
Avery, Brian, 50
elimination of, 25
Modesta, Christopher and, 61

B

Bacchus, Barbara, 55
at clubhouse of Deadly 7, 60
at Deadly 7 Rec Room, 129
Balk, Harold, 64
Beautiful, Mr., 113
cue stick of, 98
dealing with, 37-39
Deepthroat, office after, 150
head of, 79-80
hell pit of, 41, 120
Jersey, Captain Franklin and, 24-25
office of, 116
Sanguinarius and, 40
secret room of, 80, 151
Beelzebub, 103
Throne Room, 176
wing, 178
Beer bottle, 95
Beer mug, 41
for Gack, 88
Belial, 104
medal of, 178
Throne Room, 178
Belly of the Beast, 88, 160
Bene, Chastity, 35, 45
at Gang Alley, 124
location of, 50
mission to get, 49
Bene, Sophia, 35, 50
at Foggy Bottom Interface, 115
forgery skills of, 169
at Garage Dispatcher's Office, 132
Level 4 pass of, 62
Benevolus, Stephan, 46
at backroom of clubhouse, 52
at Clean Machine Meeting Room, 127
Birth defects and ActiDeck, 8-9
Blaze Parchment, 70-71, 144
Bloodnet password, 61
Bora, Cora, 168
Boyle, Jo, 62
at Pentagon Garage, 133
Braque, Rachel, 3-4, 74
elimination of, 25
God's Justice password, 137
Brewer, Ben, 68
at New Corporeal Biologics, 142
Brimstone Over Easy by Orange Martyrdom, 80, 150
British, 15
British Embassy, 64
Bug Sequence, 107-109
Burr, Senator Erin, 63, 134
assassination attempt on, 73
DAT tape to, 151
Katarina and, 81
office of, 135
at Resistance Computer Room, 146, 162

C

Caffeinated drinks, 11
Calcutta, Mr., 96-97
at Computerized Records Office, 169
Candles in the Chapel, 108
Cannon, Nick, 27-29
and the DAT tapes, 80-81
office of, 121
Carew, Brett, 66
in Hell Steel Mill, 101, 173
rescue of, 92
Censurial Bureau, Office of Inquisitions, 12

Cerberus, 104-105, 178-183
CFF. *See* Citizens Freedom Front
Chamo, 41, 120
Chaos, Kween, 35, 115
  Condemn key word, 37
Chapel, the, 108-109
Charon, 151
  boat, 107
  boat landing of, 152
Chesapeake, Thelma Bay, 160
  in Belly of the Beast, 88
Chet, 168
Chop shops, 12
Cigarettes, 11
Citizens Freedom Front
  Burr, Senator Erin and, 63-64
  headquarters of, 64
  and Hell algorithm, 92
  password for file on, 66
  return to, 74
Clap, 166
Clean, Dr., 26, 115
Clean Machine, 43-49
  Clubhouse, 51, 125
  and the Deadly 7, 49-59
  Meeting Room, 127
Collector, the, 95-96
  Apartment of, 144
Color wheel, 100
Commerce, Eddy, 66
  at Hell's Zoo, 83-84, 155
Computerized Records Office, 96-97, 169
Computer viruses, 15-18
Condemn key word, 37
Congress, 4
Connor, Katlin, 163
Coronary, Amadeus, 69-72
  at Gneo-Gnostics Main Room, 143
Couerter, Lissa, 167
Covet, Dick, 52, 54, 127
  at Deadly 7 Clubhouse, 59, 128
Cue stick of Mr. Beautiful, 98
Cyber-fry, 96
Cybernetic enhancements, 12
Cybernetic panther, 98
Cyber panther, 171
Cybershop, 26-28, 114
Czeschew, Alfred, 66, 82
  at Dentist Office in Hell, 153

D

Damnation Ave. by the Shank, 80, 150
Dancing-Till-Daybreak, Phyllis, 94, 166
Dandy, Ged, 167
Danforth, Conklin, 66
  in Hell Ice Field, 84-85, 157
Daniel, 145
Dante's Apartment, 112
  return to, 87
  Sex, Electric at, 61
  start of journey at, 21-23
Dash, Walker, 66
  in Hell's Desert, 101, 174
  rescue of, 92
DAT tape, 79, 151
Deadly 7
  Cleans and, 49-59
  Clubhouse of, 59-61, 128
  Rec Room, 129
Deepthroat, 78-79, 87
  on Cerberus, 104
  codes to find, 161
  garage of, 150
  message from, 89, 149
  office of, 161
  at Pentagon Jail, 162
  at Resistance Headquarters Computer Room, 162
  Steele Jack guarding, 89
Demon Lords, 103-105
Demons, 9
  God's Justice password, 137
  Hand of God and, 11-12
  as scam, 77-78
  selling your soul to, 13-15

Sterling, Dean and, 75-76
Dentist's Office, 82, 153
Dodge, Wickersham, 145
Dove, Grinda, 148
Drexler, Oscar, 42, 78
apartment of, 123
Drill from Dentist's office, 101
Drip, 47
at Clean's clubhouse, 51, 125
Drugs, prohibition on, 11

E

Earthly Film office, 149
Electronic games, 5-7
Ellers, Townson, 66, 180
Empathic resonances, 93-94
Encryptions, 89
Eschatology Incorporated, 138
offices of, 67
passwords for information on, 65
Eshanti, Gideon, 2-3, 74
elimination of, 25
God's Justice password, 137

F

Fecund 5088, 142
Fehrlingetti, Delmonico
in Beautiful's hell pit, 41, 120
at Mr. Beautiful's secret room, 151
psychopomps and, 80
Femur bone, 160
in Belly of the Beast, 88
Fitzgerald's Speakeasy, 94, 95, 167
Flame Pit, 82-83
Floating Beasts, 83-84
in Hell Ice Field, 84-85
Foggy Bottom, 94, 113, 115
Fringe Operations file, 65

G

Gack, 88, 103, 159
Gang Alley, 124, 125
Garage Dispather's Office, 132
Gas bomb, 108
Gates to Satan's Lair, 179
Gesticulate password, 72, 145
Getty, Krystal, 40
at hell pit of Mr. Beautiful, 120
Ghost Dancers, 93-94
God's Justice password, 137
Gneo-Gnostics, 70-72
Computer Room, 145
Main Room, 143
passwords for information on, 65
God is Dead message, 80-81
God's Justice password, 65, 137
Goertz, Katerina
and Burr, Senator Erin, 81
locating prisoners, 86
at Resistance Computer Room, 146, 162
Gordon, Leena, 64
Government encryptions, 89

H

Hand of God, 3
control of, 4-5
demons and, 11-12
Hangout of Phreakbeats, 122
Hatchardo, Batch, 163
Haynes, Aaron, 4
Hell
final run on, 101-107
first run on, 81-86
Hell bug, 183
Viral Destruction Code, 106-107
Hell Computer Room, 183
Hell Pit password, 65
Hell pits
of Mr. Beautiful, 120
as scam, 77-78
Hell's Desert, 101, 174
Hell's Ice Field, 84-85, 157
Hell's Schoolroom, 102, 175
Hell's Steel Mill, 101, 173

Hell Studio of Asmodeus, 149
Hell's Zoo, 83-84, 155
Hennelly, James, 68
  elimination of, 25
Hologram of Cynna Stone, 32
Holy Federal Repository Robbery, 31
Holy Protectorate of the United States of America, 4
Honey, Dr. Zip, 139
HPUSA problems, 17
Humility trait, 50
Hump, 168

I

Imperator, 89
  code, 52
Interface, the, 29, 113, 115

J

Jeremy Verdi password, 66
Jersey, Captain Franklin, 3
  kitchen of, 113
  personnel memo on, 23-26
Jones, Hanover, 31
Judiciary Square, racetrack at, 59-60
Jukebox tunes, 79-80, 150
Jute, 181

L

Languo, 59
  at clubhouse of Deadly 7, 60
  at Deadly 7 Rec Room, 129
Lector, Temperance, 44, 125
  at backroom of clubhouse, 52
  at clubhouse, 51
  at Meeting Room, 127
Lee Mansion Guard Room, 170
Leenon, 170
L'Enfant Plaza, 70-71
Linker console, 6
Literati, Derek
  at British Embassy, 64
  at Resistance Waiting Room, 134
Lockpick, 26
Locust virus, 15-18
  Imperator code, 52
Lovell, Gracie, 48
  at Clean Machine Clubhouse, 51, 125

M

Machalus, 83-84
  at Hell's Zoo, 155
McPhereson Square, 50
  Gang Alley, 124
McRath, Blood, 50-51, 56
  at Gang Alley, 124
Magnola, Splits, 93-94
  at Fitzgerald's Speakeasy, 95, 167
  in at Lee Mansion Guard Room, 170
  Massimo Eddie and, 97-98
Malebolge, 82
  at Dentist Office in Hell, 153
Maledictum, Mr., 102, 175
Malone, Mick, 64
  drugged beer, 167
  at Menials Headquarters, 165
Mangini, General, 66
  office of, 40, 119
  Sanguinarius and, 38
  at War Room 2, 118
Marto, Secedine, 79
  and Deepthroat, 150
  at secret room of Mr. Beautiful, 151
Massimo Eddie, 66, 92-93, 137
  input from, 100
  location of, 97-98
  quarters of, 172
  reopening file of, 97
Massimo Eddie password, 169
Meaculp, 89
Meats, 68
  passwords for information on, 65
Mechanic's creeper, 62
Menials, 93-94

headquarters of, 94, 165
Mephistopheles, 177
hand, 178
killing of, 103-104
Pazuza and, 36-37
Throne Room, 104, 177
Milwaukee Jack, 95
at Fitzgerald's Speakeasy, 167
Mindrunner, 36, 115
Miraculum Sepulcrum, 92, 181
Modesta, Christopher, 43, 130
in the alley, 50
and Avery, Brian, 61
at Gang Alley, 124
Morgue, The, 141
Ms. X. *See* Stone, Cynna
Multi-Server Unit, Charles
at British Embassy, 64
at Resistance Waiting Room, 134
Music Room, 85-86, 158

N

New Corporeal Biologics, 65, 68, 142
Nibrinski, Enoch. *See* Dante
Night of Re-Entombment file, 66, 73-74, 145
Night of the Titans, 65-66, 137
Nitrous oxide, 153
and rats, 156

O

O'Connor, Deirdre
desk of, 71-72
elimination of, 25
and Geno-Gnostics, 70-71
Office of Inquisitions, 10, 12
O'Leary, Swivel
clue about, 115
elimination of, 25
at the Interface, 29
Vocabulum est Janua, Omimus Venire Genitor, 36, -72
Open Soar, 35, 115

P

Panther, cybernetic, 98, 171
Pap Pap John, 126
Pap Pap's Comix, 51-52, 126
Passwords
Aldous Zenon password, 145
Bloodnet password, 61
Dean Sterling password, 65
Gesticulate password, 72, 145
God's Justice password, 65, 137
Hell Pit password, 65, 137
at the Interface, 29
Jeremy Verdi password, 66
Massimo Eddie password, 169
Triangle password, 97, 169
Pazuza, 36-37
Pentagon
Chapel, 182
return to, 89
running the, 108
Pentagon Delivery Room, 181
Pentagon Garage, 62, 133
Pentagon Jail, 90, 162
Phrackie, 49
at backroom of clubhouse, 52
at Clean Machine Meeting Room, 127
Phreakbeats, 29, 42, 121
hangout of, 122
Pike, Admiral, 38-39, 66
Plague, the. *See* Locust virus
Portillo, Carlos
at hell pit of Mr. Beautiful, 41, 120
at Mr. Beautiful's secret room, 151
psychopomps and, 80
Prophitt, Laura, 59
at Deadly 7 Clubhouse, 59, 128
Protection Act, 75
Psionic League
information on, 78-79
leader of, 93-94

Main Room, 163
passwords for information on, 65
Think Tank, 164
Psychopomp, 149
retrieval of, 77

R

Racetrack at Judiciary Square, 59-60
Rachentieren, 83-84, 155
Radio Free Britannia, 15
Rat Room, 84, 156
Republican Party, 4-5
Reputable Perversion by Viscous Fluid, 80, 150
Resistance Headquarters
Computer Room, 146, 162
Waiting Room, 134
Resurrections Unlimited, 67-68, 139
Hallway of, 140
Robotics, 13
Rue Des Couers, Hercule, 67, 138
Rutterkind, 148

S

St. Mouchoir, Jean, 26
computer of, 72, 113
office of, 137
picking lock at office of, 136
at Transgressions Office, 65
Salinas, Manuel, 79
at Mr. Beautiful's office after Deepthroat, 150
at Mr. Beautiful's secret room, 151
Sanguinarius, 40, 116
at General Magini's office, 119
Hell Pit of, 38-39
at War Room, 117
at War Room 2, 118
Satan, 105
Satan's Gate, 179
passing through, 178
Satan's Throne Room, 180
getting in to, 105
Schmyber, Cyber, 42
at Phreakbeats' Hangout, 122
Schonbrun, Adam
coffin holding, 141
elimination of, 25
Scrub squad, 20
Segatari console, 6
Selling your soul, 13-15
Sententia readings, 109
Sesame password, 20
Sevens, 52
Sex, Electric, 51, 57, 125
at clubhouse of Deadly 7, 59
at Deadly 7 Clubhouse, 128
Simeon, Claudette, 64
Singh, Randal, 66
in Hell's Schoolroom, 102, 175
rescue of, 92
Sleeping powder, 95
Soar, Open, 35, 115
Solux, Solene, 3, 4
appearance of, 7-8
assassination attempt on, 73
God's Justice password, 137
homing device on limousine of, 62
in Pentagon Chapel, 182
on Republican Party, 5
State of Holy Union Address excerpt, 11-12
Souls Exchange Commission (SEC), 15
Spatola, Columbus, 93-94
at Psionic League Think Tank, 164
Speakeasies, 11
Fitzgerald's Speakeasy, 94-95, 167
Steele Jack, 89-90, 162
Steel lid, 41
in Flame Pit, 83
Sterling, Dean
and Asmodeus, 76-77, 149
contact with, 74-76
God's Justice password, 137
Jersey, Captain and, 26

office of, 147
password for Fringe Operations file, 65
Stevens, Scub, 35, 129
alcohol made by, 60
at Foggy Bottom Interface, 115
interview with, 33-34
sleeping powder of, 167
Stick, Wicked, 42
at Phreakbeats' Hangout, 122
Stinson, Mr., 96-97
at Computerized Records Office, 169
Stone, Cynna, 30-32
Cannon, Nick and, 28-29
and cybernetic panther, 98
at Foggy Bottom Interface, 29, 115
gas bomb, 181
at Pentagon Jail, 90, 162
Styx water, 39, 85

T

Tantinger, General, 38-39, 66
Tar bucket, 103
Tavaleo, Vic, 64
Technology, 9
Tender, Bar, 167
Tiger Eye Ale, 95, 167
Toast, Suzy, 94, 167
collector to, 96
at Psionic League Think Tank, 164
Transgressions Entrance, 136
Transgressions Office, 20, 65-66
Trenton, Alice, 66
in Music Room, 85-86, 158
Triangle password, 97, 169
Troit, Rita, 168
Tube delivery room, 108
Tucker, Dingo
in Rat Room, 84, 156
release of, 157

U

Underground parties, 15

V

Vanders, Marcus, 64
Van Ittey, Dolph, 43, 50, 53
at Gang Alley, 124
key to computer of, 129
room of, 130
Sex, Electric and, 61
as snitch, 61
Verdi, Jeremy, 91-92
at the Abyss, 159
and Belial, 104
and Charon's boat, 107
crash bug from, 180
and Mephisto, 104
password, 66
rescue from Hell, 87-88
at Resistance Headquarters Computer Room, 162
Satan, program to kill, 178
Vidcast speech, 99-100
Viruses, computer. *See* Locust virus
Vivid
at British Embassy, 64
at Resistance Waiting Room, 134
Vocabulum est Janua, Omimus Venire Genitor, 36, 68,
Voice of God, 28
Voytek, 170

W

Wall of Flame Hell Pit, 154
War Room, 117
War Room 2, 118

X

Xenon, Aldous, 61-62, 112
Dante and, 22
loft of, 131

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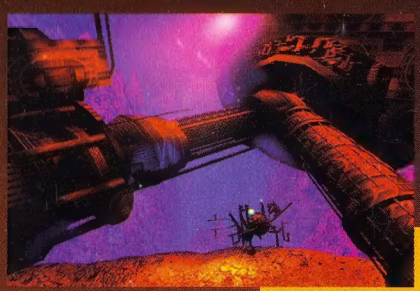

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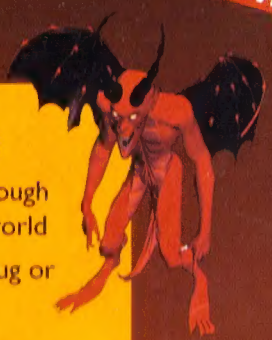

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